

Qld's Leading Computer User Group Newsletter

CURSOR

Commodore-Amiga
Computer
Users
Group
Qld Inc.

Print Post Publication No.
PP 432 356 / 00005

VOL.10 No.3 OCTOBER 1993



Next Meeting - Tuesday 5th October
St Laurence's College, South Brisbane
Libraries & Sales 7pm
Meeting & Demonstration (promptly) 8pm
Visitors Welcome!



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Doug Maclurkin Ph. 350 4034
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The BBS is part of the FidoNet (Node No. 3: 640/304), and AmigaNet (Node No 41:400/304) Network it can be accessed by members at 300 - 9600 bps, using 8 data bits, 1 stop bit and no parity.

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Commercial Advertising Rate:

\$40.00 per full page, per issue
\$25.00 per half page, per issue

This rate is for camera-ready A-5 pages.

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MAIN MEETING

*The next Main Meeting will be held on
Tuesday 5th October at 7pm*

*St Laurence's College
82 Stephens Road, South Brisbane
(ample parking available on the grounds)*

WORKSHOP MEETING

*The next workshop will be held on
Sunday 10th October at 12-4pm*

*Ithaca R.S.L. Hall
Cnr Nash & Elizabeth Streets, Rosalie*

Published by:
CCUG(Q) Inc.
PO Box 274
Springwood Qld 4127

Printed by:
Townsend Printing
PO Box 1333
Beenleigh Qld 4207

PRESIDENTS PATCH

Phil Guernsey



Just in case you only look here before leaving home ... NOTE our new meeting place! The auditorium at St. Laurences Catholic High School, St. Stephens Road, South Brisbane, will make an excellent venue along with an adjacent room for library and other meetings including the 8-bit SIG group. See you there in October.

I spent last night fumbling around making up a PARNET cable to join my old A500, equipped with the A570 CD-ROM drive bought at the WOC in Sydney in July, to my A1200. I had some old flat ribbon cable and went along to my closest Tandy store which could only supply one male DB25 connector with solder joins and one with crimp pins. The latter were fiddly and difficult, but eventually I had something that looked right. After joining them up it took another hour of working on the A500 boot disk and getting the right startup file on the A1200 before the CD-ROM directory listing appeared in response to a `dir NET:CD0` command.

Previously, the A500 was downstairs and the A1200 upstairs. Now I can browse through my three CD-ROMs (which could take years) in comfort using the A1200 productivity screen. If you are starting off with CD-ROMs on an Amiga now, I can recommend just two disks to get you going and keep you going for some time. These are the latest Fish disk collection (FISH 1-900 on one CD-ROM), which I'll say more about below, and the Aminet CD-ROM. The latter cost \$38 (down from

\$42 for CCUG members at Don Quixote) and contains 650 MB of files (many of them in .lha format so really much more) being the entire Amiga collection from the Internet international network. As the cover says: more than four thousand files, hundreds of utilities, lots of tech documents on Amiga hardware, heaps of sound files, source code for thousands of programs, many games, demos for hundreds of commercial programs, and more ...!

We received a letter from Fred Fish last month to say that all Fish disks from 1000 on will be distributed by him on CD-ROM only. The club managed to get an A570 for \$199 from Video and Audio last month, so we will continue to be able to get our Fish PD promptly direct from Fred. Of course a CD-ROM holds a lot more than a monthly batch of 10 3.5" Fish disks, so Fred is working out just how to fill the rest of the space. Meanwhile, the Fish 1-900 CD-ROM (by Hypermedia) has just been released and the club put in an order for eight. I don't think it was enough because as of this writing only two were left - but give me a ring to order one if you want and if necessary we will order more. The cost - only \$45 if posted to you, or \$40 if picked up at a meeting. By buying direct in bulk from Fred himself, we can get then to you for much less than Australian retailers will sell them. Members only!

I don't want to turn this into a CD-ROM column, but ... I have also got a copy of the new CDPD-III disk. The

usual mix of some Fish, lots of other PD, images, clip art and so on, but interestingly a directory containing the uncompressed complete text of hundreds of "classic" books. That is correct, hundreds, from War and Peace to Ben Hur to Moby Dick to true classics from Plato and assorted other Ancient Greeks to heaps of Shakespeare to the complete bible (twice - once as one humungous file and again as separate chapters) to the Koran and Buddha to Andersens fairy tales to Chaucer, Swift, Twain and Wilde. I think you get the idea. I don't think many people will read books this way, or even print them out, but you can search them for sayings and references, put them through text analysis programs or whatever you can think of that a computer can do better than yourself.

Back at the WOC in Sydney in July, I let the man from Amazing Computing talk me into a subscription to that magazine at what seemed like a low rate. I received the first issue today, the September one, and the front page is a picture of Sydney! Not that I think many people around the world will realise that the Centrepont tower and Hilton hotel just visible around the head of the cover photo of Garry Rayner, the local inventor of OpalVision, was actually Sydney. The Roomers column by Bandito makes particularly good reading in this issue. It analyses Commodores parlous financial state, with sales for the first quarter of 1993 down 40% compared to last year and the share price down 70% (to less than \$US3 from \$US20 two years ago). What did the company pay the genius' who made all the clever marketing decisions? Only \$US2,000,000 for CEO Mehdi Ali, making him the fourth highest paid executive in the USA computer industry, and \$US1,750,000

for Chairman Gould who comes in at seventh highest. However the sales drop has led to enormous staff cuts, especially in the USA, and they have decided to drop their PC-clone line completely which was responsible for most of the sales drop. Gould owns 19% of the company and this year loaned it \$17 million to help it out - at 11.75% interest and secured by inventory, so he's not risking much there and making better than bank interest at the same time. Exactly as I found myself last month, the Bandito reported that "In the US, the market for the Amiga as a home computer has all but disappeared ...". In the end they are optimistic that Commodore will trade out of this (they have to be!) but it may be that the low stock price will result in a new owner before then! Good reading.

I was contacted last month by the parents of a young boy with muscular dystrophy. This kid, who until a year or so ago was running around normally, is now in a wheel chair with only weak use of his hands and finds his Amiga a great outlet. In this case, he lives on the Gold Coast and wants to hear from people who could supply him with games they have finished or no longer want. I am sure there are many other kids who could be helped in this way. I hope some one rings me to get his phone number. And I would like to hear from some one who could give some time to contacting this kid's support group and others like it so members might be able to help more in this way.

Finally, back to the CD-ROMs(!), the addition of our own A570 to the club's equipment means we can transfer CD-ROM material onto floppies for you. The 17-bit collection (about 2000 disks of PD on two CD-ROMs) was very popular at the September workshop and

I hope a listing of some of the contents of that are elsewhere in this Cursor. If you supply your own 3.5" disk at a club meeting, it will be only \$1 per disk to fill it up. By mail, the usual \$2 per disk plus postage. And the money will go to ensuring we keep up with the latest PD on offer. Also, Mike Williams filled 300 floppies with the latest of the 17-bit collection from the CD and donated them to the club. Thanks very much indeed Mike. These will be available for free copying at the workshop in the usual way. Also, as soon as we get the Fish 1-900 CD (by late September) we will start selling the older 600 of the Fish disk floppies at \$0.50c each in batches of 50 (or \$0.65c in singles). These disks were copied onto top quality media and are an excellent deal, especially if you actually want the PD on them! Contact the Amiga PD sales people.

Anybody interested in helping to put CURSOR together by doing small jobs, like formatting PD listings, designing smart new page layouts etc. during our monthly workshop meeting? Come along with your Amiga and learn how to use PageStream for the job. Peter Hughes has assembled a set of floppies with all the CURSORS from the last year on them, just as he prepared them, so people can borrow then from the library and perhaps learn how to assemble a small magazine. Thanks Peter.

Look elsewhere in this Cursor for a description of what will be happening at the next few main meetings. And remember that I would love to hear from some of you on just what other things you would like to hear about at a main meeting.

EDITORIAL



by Richard Carde

If everything went smoothly last month, this should be your second Cursor produced by me. As you can see, I've discovered CLIPART. :-) *[That little symbol is supposed to represent a smiley face on it's side]*. I'm still playing with some ideas for Cursor's presentation and layout, so if anyone has any suggestions, please send them in!

Phil suggested at the last main meeting that there should some sort of sub-group or special interest group which helps to produce the Cursor. This is a great way for people to learn how to use PageStream and do some DTP, as well as taking some of the load from me. What we might try to do is meet at the next WorkShop meeting on Sunday the 15th of October and maybe try to format some public domain listings and prepare some articles. Anyone interested should contact me before or at the next Main Meeting and I will try to arrange something for the workshop. We will need access to a machine which is preferably accelerated and has at least 1 Mb of CHIP and 2Mb of FAST memory - we cannot the machine I have, as it also runs the BBS.

On another note, Commodore has released their new CD32 games console and announced that work is continuing on the AAA chipset at the recent World of Commodore Show. A more detailed report on the World of Commodore show can be found elsewhere in this Cursor.

What's Coming?

Demos for the
Next 3 months

October

Animatrix is a high-end animation creation program. I have not seen much about this program written up yet in magazines, but Gordon Wright owns a copy and has done some work with it. He has prepared a demo for our first meeting in the new hall.

At the time of PRITING, the replacement demo had not been organised...

November

BRILLIANCE! At last this new rival to DPaint is available. I have seen it working and it works well. A simple but powerful interface and a fast smooth feel to it - which is definitely something you can not say about DP4.5! Ivan Rostas from Video-Audio will be supplying the copy of Brilliance, doing the demo and bringing along some other top programs and hardware.

December

The CD-32, other CD-ROM drives and what is on CD-ROMs anyway? A big demo of the magic of CD as a means of accessing masses of programs, graphics, sounds, animations, fonts, text and more, not just a hard-to-copy replacement for a floppy disk game.

Phil Guernsey

NOTICEBOARD

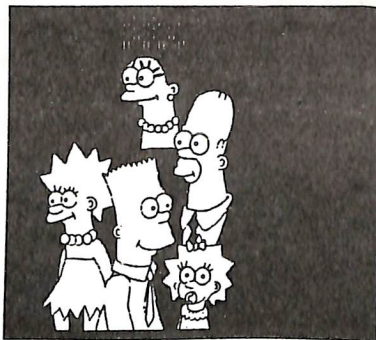
STOP PRESS!

ArJay Genealogist, which was reviewed the September Cursor, has is now up to version 3.06 and has a new name. It is now known as Scion Genealogist and all known bugs are fixed, and includes many new features!

This appeared in the August *New Scientist* (which was apparently reprinted from *Computer Weekly*):

"An unnamed financial institution decided to mail 2000 of it's richest customers, inviting them to buy extra services. One of it's computer programmers wrote a program to search through its databases and select the customers automatically. He tested the program with an imaginary customer called Rich Bastard."

Unfortunately an error resulted in all 2000 letters being addressed "Dear Rich Bastard". The luckless programmer was subsequently sacked."



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Brilliance

A review from UseNet

[Review reprinted from UseNet. Brilliance will be demoed at our November meeting - Ed.]

PRODUCT NAME

Brilliance 1.0

BRIEF DESCRIPTION

Brilliance is a paint and animation program which supports AGA, ANIM-8, and is capable of true 24-bit painting (displayed as HAM).

COMPANY INFORMATION

Name: Digital Creations
Address: PO Box 97
Folsom, CA 95673-0097
USA

Telephone: (916) 344-4825
Fax: (916) 635-0475
BBS: (916) 983-3288

LIST PRICE

\$250.00 (US)

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

Brilliance works with all Amigas with a minimum 1 megabyte of RAM.

COPY PROTECTION

A hardware device (dongle) must be plugged into the joystick port. Also, the user must enter a serial number the

first time Brilliance is installed. The dongle makes this copy protection quite annoying, but Brilliance is still worth it.

MACHINES USED FOR TESTING

Amiga 4000 (040, 10MB RAM)
Amiga 1200 (GVP 40Mhz 030,
10MB RAM)
Amiga 3000 (12 MB RAM)

FEATURES

Brilliance is actually two programs. "Brilliance" is register color only (no HAM) with 2, 4, 8, 16, 32, and Extra Halfbright (EHB); and on AGA 64, 128 and 256 colors. "TrueBrilliance" is true color (15-bit or 24-bit) in memory and uses HAM (or HAM8) for display. A single program would seem to make more sense; but considering how differently they treat some of the functions, one program would be too large.

Many people have Deluxe Paint, and several are using the AGA version. DPaint has become the benchmark to which any other paint/animation program is compared. The biggest difference with Brilliance is speed; the magnify mode comes up instantly, the menus can be toggled off and on easily, and the drawing tools are very responsive. I'll make other comparisons with DPaint as I discuss other features.

Brilliance's user interface is composed of stackable, button-only, slices of screens. There are no drop-down menus; and as you move the pointer over various tools, a window tells you the name of that tool. This makes it very easy to get working quickly. You can stack slices all the way up to the top of the screen and still make them vanish with the tap of the

SPACE bar. In Brilliance, drawing operations occur in real time, but in TrueBrilliance, there is a lag after you finish a drawing operation when it is updating its 24-bit internal image. Also, brush and filled tools will do a temporary preview before you release the button. For example, if you have a gradient-filled rectangle with transparency turned on, Brilliance will draw the rectangle, transparency and all, if you hold the mouse still. But then you can still move the pointer and reshape the rectangle before committing it.

Brilliance has all of the standard drawing tools, but some have extensive control. The rectangle and circle/ellipse tools allow you to draw either from the center or the corner. The curve tool has a Bezier curve mode where you place four control points and can then move them freely before committing the drawing with the right mouse button. I wish all of the tools could use the control point approach.

The Text tool supports scalable fonts, and unlike Deluxe Paint (where you type right on the screen), you type into a requester and the text becomes the current brush. But just like DPaint, you cannot create text with a gradient -- you have to place it down first then fill it.

Although the airbrush tool is more adjustable than DPaint's, providing radius, focus and shape, it is still just a sprinkle-brush and not a true airbrush. It is virtually impossible to get a soft looking line -- it always gets over-dithered. This is a particularly major disappointment with TrueBrilliance where a soft airbrush should be possible (all other 24-bit paint programs have it) and was done in Digital Creations' own DCTVPaint.

If you make a mistake, there's an UNDO button. And if you made two or more mistakes, you can keep hitting UNDO again and again, removing parts of your drawing. Then you can REDO and add back what you just took away. UNDO/REDO is modified by sizing the buffer that holds your changes.

Brilliance has a good variety of drawing modes, all of which are well implemented. They are: (Solid) Color, Tint, Colorize, Brighten, Darken, Stencil (Draw), Mix, Smooth, Smear, Avg Smear, Range, Cycle, Random, Dither 1 and 2, Negative, Halfbright (in EHB mode) and Not. Stencil lets you modify the shape of the stencil with drawing tools, Range cycles colors you draw over according to the current gradient. Dither is a selectable (usually checkerboard) pattern. You can always toggle between Color and whatever mode you have selected.

Gradient modes are: Horizontal, Vertical, Linear, Highlight, Spherical and Radial. Gradients are created by clicking and placing colors on a scrollable clothesline. You can alter a numerical value that will give more apparent colors than the ones you place down. That relieves you from having to select all of the colors of a range in the palette -- you could just pick the two ends.

Brushes can be sized, flipped, bent, sheared, rotated or outlined. You can have eight alternative brushes, each represented by an icon on the brush screen. Brushes can be loaded from or saved to the Clipboard. Animbrushes are fully supported with morphing. You can really appreciate the buttons-based design if you've used DPaint's menus and windows for animbrushes. The morphing is not bad, but the

regions that are created in the process are divided by what looks like lightning bolts. For real morphing, you'll want a real morphing program.

The Stencil operates in two ways - by colors and by drawing shapes. Color selection is easy by toggling on the ever-present selection palette or you can lasso an area on the screen and all the colors inside get chosen. Switching between color selection and drawing shapes is a breeze. TrueBrilliance has a color variance feature to get a range of colors by selecting just one. One interesting effect is that the stencil will warp gradients that are drawn overlapping it.

For those of you who use DPaint, animation is probably either a practiced science or a mystical art. With Brilliance, it is straightforward and fast. DPaint AGA is notoriously slow and even locks up when you try to play some animations. A drag-bar in Brilliance allows you to scroll through the frames; and if you move too fast, it skips until you stop on one. Frames can be created, added, deleted and copied. Similar to the Move Requester of DPaint is the Tween screen. Tweening allows you to animate a brush over all or part of an animation in X, Y, Z movement and rotation as well as opacity. Each aspect can be independently set for ease-in or ease-out. And the best part is you can edit the position and rotation of the start and end values both numerically and visually (with a special editing screen). Unfortunately you cannot load or save these numbers, which would allow more complex paths. You can do a wireframe preview and if you don't like it after rendering, you can UNDO it, frame by frame.

Brilliance uses custom file

requestors which have various buttons relevant to different types of files. One common function is an Info button that will tell you about a file you have located with the requestor (like image format or number of frames). Brilliance can load register based images with up to 256 colors, grey scale images, and DCTV display images. TrueBrilliance can load HAM, HAM8, and 15 or 24-bit pictures. Both can read/write ANIM OPT5 (the old standard) and ANIM OPT 8.

DOCUMENTATION

Documentation is a single, small, spiral-bound book. It contains Installation, Tutorials and Reference for both Brilliance and TrueBrilliance. The Tutorials are comprehensive but not exciting. The Reference is extremely useful in explaining the few things that aren't apparent just by using the program.

LIKES AND DISLIKES

Everything is well organized and operates smoothly. I just wish they had gone a little further in some areas, rather than just doing what everyone else already had in a paint program (like more flexible animation frame editing). Also, there's no ARExx or support for third party graphics boards.

Here's one complaint about Brilliance. I enjoy the way that DPaint lets you interrupt anything with the SPACE bar or ESCape. You could also switch from a rectangle to a line to a circle in mid-action. You can't do either with Brilliance. Not everything can be aborted or changed.

COMPARISONS TO OTHER PRODUCTS

I have been comparing this to DPaint a lot and my verdict is: keep DPaint on your hard drive for a few weeks while you get used to Brilliance. But soon you won't need DPaint. Since TrueBrilliance lacks a real airbrush as well as alpha (transparency) mapping, you'll still need a program like ADPro, ImageFX or OpalPaint. Those programs also have many more drawing modes and file formats.

BUGS

None found.

VENDOR SUPPORT

I haven't had any problems serious enough to call Digital Creations yet. I also own DCTV, which also was very stable in its first release- and soon the 1.1 version came out which added the features many thought were missing in 1.0. I expect the same to happen with Brilliance.

WARRANTY

The warranty is 90 days and requires the customer to pay all shipping charges.

THE REVIEWER

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VIRUS WARNING

From: Michael Arends
@ SHI Regional center/West
To: All
Subj: VIRUS ALERT

It has come to our attention that some copies of PC-Task may be infected with a Virus, the EmWorm virus. It is recommended that you run Virus-Interceptor v1.11 or greater, while using PC-Task to detect if your version is infected.

However because of the lack of information on this infection, you are using PC-Task at YOUR OWN RISK.

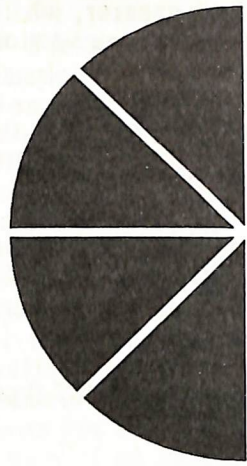
Virus-Interceptor v1.11 - v1.14 is available in the AMIGA Safe Hex file Areas On Both SHI Regional centers and SHI Superkillers disks.

It runs only under Workbench 2.0 or higher.

We will inform you as more information becomes available.

Thank you,

[This information is unconfirmed, but beware. Virus Interceptor is should be available on the BBS soon - if we can find it Ed.]



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MUSIC CHARTS



The WORLD's TOP10 mods!

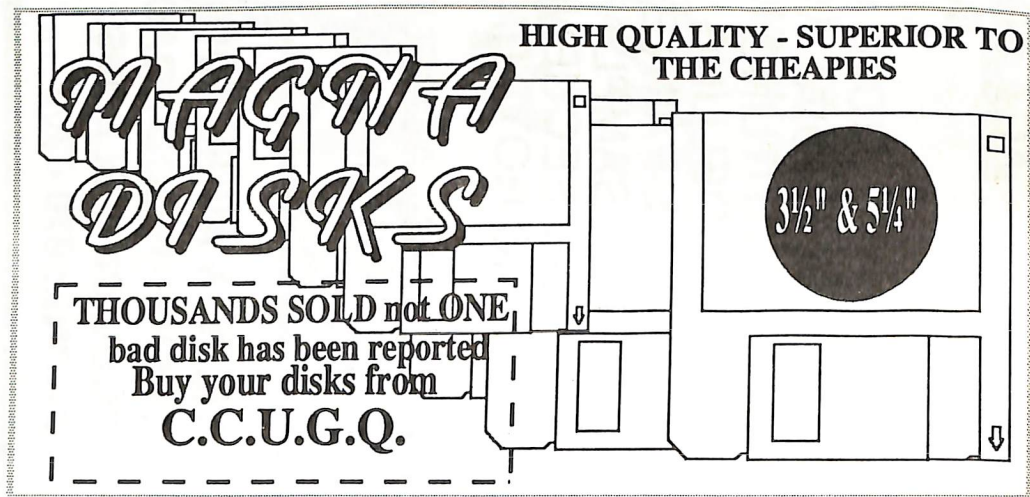
Welcome to the charts of the month SEPTEMBER 1993.

pos	last month	number of months in the charts	percent of all votes	filesize (bytes)
1)	(2) 1989 - a number	3	11.63%	210,304
2)	(5) Ethnomagic	1	11.45%	414,864
3)	(1) Enigma	5	10.72%	187,012
4)	(0) Space Debris	new	9.81%	347,582
5)	(0) Das Boot	new	9.45%	351,546
6)	(4) Klisje paa klisje	6 ***	7.81%	224,288
7)	(7) I feel much better	5	7.45%	346,174
8)	(10) Exterminate	2	6.54%	329,648
9)	(7) No Limit	3	6.36%	268,222
10)	(0) Boom! And she cums	new	5.63%	284,004

The newcomers:

a)	Sad Song	(sadsong.mod)	141,289 bytes
b)	Power of American Natives	(p-o-a-n.mod)	580,062 bytes
c)	Technomedley	(techno.mod)	138,658 bytes

HIGH QUALITY - SUPERIOR TO THE CHEAPIES



THOUSANDS SOLD not ONE bad disk has been reported

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PAGESTREAM 3.0

Specifications from Soft-Logik

Every few years a program comes along that changes the way people use a computer. PageMaker for the Macintosh and Publishing Partner for the Atari ST were introduced in 1986 and were the first desktop publishing programs. Publishing Partner grew into PageStream, and quickly became the best-selling desktop publisher for Amiga computers. AmigaWorld gave it their coveted Expert's Choice award and proclaimed that PageStream is the best. AmigaUser International named it the heavyweight champion and Amazing Amiga called it a jewel of a program. But underneath the years of improvements, it was still the Publishing Partner that Personal Publishing magazine called a knockout program back in 1986.

The way you think about publishing has just changed again. We're proud to announce PageStream 3.0. This is not just an upgrade, but a completely new program.

PageStream 3: it will change the way you think about publishing.

PARTIAL PAGESTREAM 3.0 FEATURE LIST

- x feature present
- o feature present/limited implementation
- NB unlimited means limited only by memory
- + more formats may be added before release
- ? could not be confirmed

INTERFACE	PageStream	Quarkxpress	Propage
Maximum number of open documents	unlimited	7	1
Max number of document views	unlimited	1	1
Reveal/Hide document views	x		
Moveable document view windows	x	x	
Save program defaults	x	x	
Load program defaults	x	x	
Pasteboard/bleed area	x	x	x
User-specified pasteboard size	x	x	o
Toolbox	x	x	o
set position	x	x	
set tool size	x		
set toolbox orientation	x		
Edit Toolbox	x	x	o
Number of palettes/panels	6	6	0
Measurement system options	11	7	3
Set ruler zero point and offset	x	x	o
User-specified view magnification	x	x	o
Number of view magnifications	13	6	5
View magnification zoom	x	x	x
Show/Hide invisible characters	x	x	

Undo levels	unlimited	1	1
Online help	x	x	
context sensitive	x	o	
cross-referenced ("hyper") help	x		

DOCUMENT CONSTRUCTION

	PageStream	QuarkXpress	Propage
Number of pre-defined page sizes	9	5	6
Maximum page size (in inches)	2330"x2330"	48"x48"	48"x48"
Different page sizes in a document	x		x
Change page size at any time	x	x	x
Maximum document size (in pages)	unlimited	2000	9999
Single and double sided documents	x	x	x
Page spreads	x	o	
Maximum number of master pages	unlimited	127	0
Hide master page objects	x		
Visual page arrangement	x	x	x
Divide documents into sections	x	o	
Divide sections into chapters	x		
Automatic page numbering	x	o	o
Link and unlink columns	x	x	o

WORD PROCESSING

	PageStream	QuarkXpress	Propage
Cut, copy and paste text	x	x	x
standard keyboard shortcuts	x	x	
Multiple Style sheets	x	o	o
Load and save style sheets	x	x	x
Find and replace text/attributes	x	x	o
Find and replace style sheets	x		
Spelling checker	x	x	o
Import/Export formats	7/7+	9/6	9/0
auto conversion of quotes	x	x	
auto conversion of commas	x	x	
auto conversion of dashes	x	x	
Maximum number of tabs	unlimited	20	16
number of alignment options	4	4	1
place numerically or manually	x	x	o
right indent tab	x	x	
User-definable tab leaders	x	x	
List all articles used	x	x	

TYPOGRAPHY

	PageStream	QuarkXpress	Propage
Number of outline font systems	3	2	1
Font sizes	1-50,000	2-720	2-720
increments	0.01 pts	0.001 pts	0.125 pts
horizontally scale text	x	x	
Align text vertically	x	x	
Indents and outdents	x	x	x
Auto/Manual hyphenation	x	x	o
hyphenation controls	x	x	x
Auto/Manual kerning	x	x	o
edit kerning pairs	x	x	x

Auto/Manual tracking	x	x	o
Absolute and relative leading increments	x 0.01 pts	x 0.001 pts	x 0.01 pts
Frameless text	x		
convert frameless <-> framed	x		
Convert shapes to text columns	x		
Apply color and fill styles to text	x	o	o
Automatic drop caps	x	x	o
Automatic bulleted paragraphs	x		

GRAPHICS

	PageStream	QuarkXpress	Propage
Import Bitmapped Pictures	x	x	x
number of formats	6+	8?	5
set frequency, angle and pattern	x	x	
contrast and posting control	x	x	
bitmap fencing for text flow	x	x	
display bitmaps in color	x	x	x
externally linked bitmaps	x	x	x
Import Structured Drawings	x	x	x
number of formats	5+	4	2
dissolve into paths and shapes	x		
Import EPS Illustrations	x	x	x
interpretable EPS formats	2+	0	3
show bitmap preview TIFF/PICT	x	x	o
Make pages into EPS files	x	x	x
List graphics in a document	x	x	x

COLORS

	PageStream	QuarkXpress	Propage
Number of color models	6	6	2
24 bit color support	x	x	x
Create process and spot colors	x	x	x
Color Tints	x	x	
shade increments	0.01%	0.1%	
UCR/GCR	x	x	x
Set screen angle and frequency	x	x	x

TRAPPING

	PageStream	QuarkXpress	Propage
Automatic trapping	x	x	
User-definable trapping	x	x	
Chokes & Spreads	x	x	
Knockouts & Overprints	x	x	
Set trapping for each plate	x	x	

DRAWING AND OBJECT EDITING

	PageStream	QuarkXpress	Propage
Drawing tools	x	x	x
basic shapes	x	x	x
freehand	x		
pen/draw tool	x		
Select multiple objects	x	x	x
add/remove from selection	x	x	
select behind	x	x	

Bring/Send to Front, Back	X	X	
Bring/Send Forward, Backward	X	X	
Cut, copy and paste	X	X	X
Move and nudge objects	X	X	
Step and repeat duplication	X	X	
Rotate and skew objects	X	X	O
rotation increments	0.001°	0.001°	1°
Group/Ungroup objects	X	X	O
Lock/Unlock objects	X	X	O
Distribute objects	X	X	
Set color/line/fill of objects	X	O	O
Bitmap fills	X		X
Gradient fills	X	O	
Object fills	X		
Text runaround objects	X	X	O
Extend objects across page spreads	X	X	

PAGE LAYOUT

PageStream QuarkXpress Propage

Margin and column guides	X	X	
Object guides	X	X	
snap-to-guides, snap distance	X	X	
Grid	X	X	X
snap-to-grid	X	X	X

PRINTING

PageStream QuarkXpress Propage

Current page, range, even/odd	X	X	O
Printer spreads	X		
Print CMYK/mechanical separations	X	X	O
Plate control	X	X	
Tiling, thumbnails, crop/reg	X	X	X
Print PostScript to disk	X	X	X
Render to bitmapped picture	X		
Custom Printer Drivers	X	X	
PostScript	X	X	
Hewlett-Packard inkjet/laser	X		
Epson compatibles	X		
Plotter support	X		
PPD support	X	X	

ENVIRONMENT

PageStream QuarkXpress Propage

Open program architecture (for adding extensions)	X	X	
Text (article) editor	X	X	
Picture (bitmap) editor	X	O	
HotLinks compatible	X	X	
ARexx (scripting) compatible	X	O	
ARexx (scripting) record	X		
AGA compatible	X	n/a	O
Workbench screen compatible	X	n/a	X
Public screen compatible	X	n/a	
create public screens	X	n/a	

Custom screen compatible	x	n/a	x
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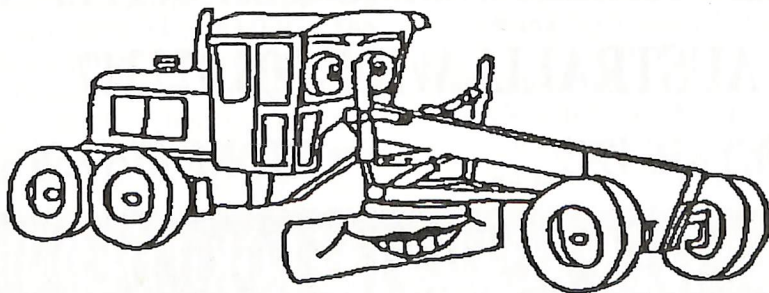
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World Of Commodore Pasedena 1993

mguthrie@plum.az05.bull.com (Matt Guthrie) writes:

First off, let me state that I thought long and hard about which newsgroup to post this in. Not all of it is directly hardware-related, but I wanted a big audience, and I refuse to subscribe to .advocacy, so I chose .hardware. I thought about .announce, but I couldn't find Dan Zerkle's email address, and all the articles have expired at our site, so I couldn't look it up. If he wants to post this, or if Dan Barrett wants to post this to comp.sys.amiga.reviews, it's not a problem.

I only attended Saturday, and only attended the two seminars by CBM: one about Commodore's plans, and the second about the FMV card for the CD32. I took detailed notes at the first one, but left my notebook in the car when we went for lunch, and didn't have it for the second one.

The first seminar was by Jim Dionne, president of C= US, and Lew Eggebrecht, VP Engineering for C=. Jim started out by recapping C='s performance over the last year. Obviously it wasn't good, but he gave some good reasons. First of all, 80% of C='s business is in Europe, and the worldwide recession hit Europe hard last year, as it did the US in 90-91. The dollar rose against the British pound and the Deutsche mark, so that meant less money for C= (because most of their business is in non-US currencies). European PC margins finally began eroding as they did in the US a couple of years ago. Due to this, C= had large inventory writedowns and other

accounting losses. Jim stressed that most of the loss was not an operating loss, and intimated that the company is still healthy operating-wise.

He then explained the company's re-org plan. C= will de-emphasize PC's and concentrate on Amigas, since that's their area of expertise. Like most companies, they are reducing staff, consolidating, and streamlining their operations to reduce costs. A few major changes will be:

- 1) changing the current policy of a distribution center in each country to having 2 or 3 major distribution centers for all of Europe,
- 2) Consolidating manufacturing to their new plant in the Phillippines,
- 3) their new and exciting products.

Specific to the US, Jim said:

- 1) C= will no longer sell direct to dealers -- they'll sell to a few regional distributors only. This will allow them to streamline paperwork, accounting, etc.
- 2) They've out-sourced their service program. Jim admitted that C='s service has had problems, and out sourcing it to a company that only focuses on service will improve it.
- 3) C= will emphasize the 4000 in the video and animation markets. The 1200 is a tough sell against 386/486 systems, and while not abandoning the line, they're not going to put much behind it.

Some other notes:

- 1) C= will *really* stress the CD32, not just as a game machine, but for kiosk and corporate training /presentation systems.
- 2) The 4000T will be out before year-end. Features include 2

video slots, SCSI on the motherboard, 5 Z3 slots, and 5 drive bays.

- 3) The CD32 will be introduced on a limited scale in the US in Nov. (One of the main reasons is C= can't build enough to satisfy the projected demand -- the Phillipines plant is producing 20,000 each week.) The full-scale media blitz will begin with the January CES show in Las Vegas. MSRP will be under \$400 for the base unit.
- 4) The CD32 will be sold "everywhere Sega is sold." That means Wal-Mart and similar stores. Jim said they were considering some new advertising ideas, and specifically mentioned 30-minute info-commercials as a distinct possibility.
- 5) The CD32-compatible add-on CD drives for AGA Amigas will be available after the introduction of the FMV card for the CD32 in November.
- 6) The cost of a CD32 + FMV card will be less than a 3DO system.

Lew Eggebrecht's talk was composed of 2 parts: the CD32, and the status of development projects at C=.

The CD32 project began at the same time as the 1200. C= learned a lot from CDTV, one of the most important of which was if you advertise it as being able to do all this stuff (as CDTV was), consumers get confused. So, with CD32, they designed another highly-expandable system, but aren't going to tell consumers about it. It will be advertised as a game machine, period. (Until more software/hardware comes out, then they can tell consumers, "By the way, your CD32 can do that and that and that, too.") Also, C= spent a lot of time asking customers,

developers, etc., what they wanted, and Lew thinks they've done it.

Since it's being billed as a games machine, it has to be competitive with Sega. At it's intro price of #299UK, it's less than the Sega CD unit, and approximately 15X more performant.

Here are some technical specs:

- * AGA chipset, Motorola 68EC020, 2MB RAM (Chip), 1MB ROM (ADOS 3.1).
- * Sony CD mechanism with C= microcode (2X multisession-able) (that means it can read PhotoCD's, but no Kodak license yet :())
- * 1KB EEPROM for hiscore tables, bookmarks, etc.
- * 4 voice Amiga stereo, 16-bit CD stereo, stereo line out, headphone jack w/volume control
- * RF out (built-in modulator), composite out, S-Video out (Lew said that S-Video out gives dramatic video improvement)
- * with the AGA chipset, every pixel can be a different color at standard TV resolutions. (I suppose that's not the case if you're using S-Video.)
- * Aux. port with 2 serial ports, compatible with the Amiga keyboard. Possible add-ons include infrared boxes, virtual reality periphs.
- * Expansion bus in back for 1 card. Contains full CPU bus, full video bus, full audio bus. (The MPEG card needs all of those.)
- * 2 controller ports, with the capability to daisy-chain 8 controllers per port. That's right. You could have a 16-player game. BTW, the unit comes with 1 controller. Additional ones will be sold separately.

Let's talk software. The CD32 will play audio CD's, CD+G CD's, some CDTV CD's, and Karaoke (aka VideoCD) CD's, in addition to CD32 titles. One thing he mentioned is that a company is currently putting all of the classic Star Trek titles on VideoCD for sale next year. (heh heh, cool, heh heh.)

Regarding the CDTV titles, Lew stated that 130 titles were made for CDTV. C= researched the 30 most popular titles, and bent over backward to make sure that those 30 work on CD32. I requested a list from a C= person; I'll post it when it gets here. For a change, C= didn't have to pay developers to develop for CD32. People were so excited about the new platform, they developed on their own. Lew said that there *will* be 50 titles available by Christmas, and the actual number will probably be closer to 75. One reason C= is excited about their prospects for CD32 is production costs. Cartridge cases cost about \$10-\$20 each, and since they're burned-in PROMs, they require a 6-8 week lead time. CD's on the other hand, cost about \$1 each, and need no lead time -- mastering houses can pump out 20,000 CD's every day. In the final analysis, producing CD-games costs about 1/2 what producing cartridge games does. Here it is, the last part.

Lew finished his talk by discussing some of the ongoing projects at C=.

AAA chipset:

First pass of silicon has been completed, and they had the OS up and running, "blitting around 24-bit objects" and such. Second silicon pass is scheduled for this month. C= expects to have a full-functioning AAA Amiga system by 1Q94. Systems could be shipped by 3Q94, unless multiple more silicon passes are required.

4000 Tower:

Production of this system has been delayed by the rampup of CD32. There was a system (open to view) at the Commodore booth with a big sticker saying something like, "This product has not yet received FCC approval -- Not for Sale." As I stated in part 1, they expect it to ship by year-end.

4091 SCSI-2 card:

My notes get sketchy. Something about "negotiations with 3rd parties not yet completed". C= is restarting production and the 4091 should be available in 6-8 weeks.

DSP board:

Project put on hold by CD32. Will be restarted after Jan 1.

CD add-on for AGA Amigas:

Will ship before year end, maybe slightly after Christmas.

RTG:

Will be coupled with new AAA system, mid-late next year.

Networking:

This was a little distressing. C= is willing to give their networking technology away to a 3rd party, basically for free. Seems like they have no networking expertise left in-house and are counting on someone else to take up the slack. If I only had a few hundred thousand to start my own company....

AmigaDOS 3.1:

Available 6-8 weeks. First release will be for A4000, later for older machines,

but it will have a different nomenclature (i.e., it won't be called AmigaDOS 3.1).

RISC:

First, Lew rhetorically asked, "Why RISC?" He answered himself by saying that it would add graphics acceleration, i.e., realtime 3D rendering, and multiple OS support like Windows NT and UNIX. He said that C= has not made a final decision yet, and listed some of the choices, with pros and cons. He did say that the Alpha was probably beyond C='s desired price point, and hinted that PA-RISC (by Hewlett-Packard) looks attractive due to their good multimedia support. (My bet is this is the one C= picks.)

He stressed that C= will continue to support the Motorola line and AmigaDOS, and that anything for RISC would be in addition to AmigaDOS. Target for an Amiga RISC system is 1995.

Regarding the Motorola line, Lew said he met with execs at Motorola last week, and support of the 68060 is assured, and Motorola even said they will continue to provide stuff beyond the 68060.

[end of Dionne/Eggebrecht seminar]

The second seminar I attended was by Jeff Porter and ??? (whoops, I forgot his name) from C= International. Let me first say that Jeff Porter is absolutely hilarious and I'd really enjoy working for him (yeah, right, like that's ever gonna happen).

As I said in part one, I didn't take notes at this, so there's a lot I've forgotten. What I do remember are the demos of the board. I can sum up my impressions in 3 words: Absolutely Freakin' Amazing. They had a demo CD with 3

music videos on it: Bon Jovi's "Blaze of Glory", one by Enya, and Seal's "Killer". They had a projection-TV setup, and I'm serious -- you could not tell it wasn't broadcast. Full-screen, full-motion video. The presenters pointed out artifacts like the sun reflecting off Jon Bon Jovi's guitar, but it was *really* nit-picky. You have to know what you're looking for, and probably have the original next to it to differentiate.

The interface for the VideoCD is very similar to the CDTV audio CD interface. It's a little cleaner, though, and the "compact disc digital audio" logo is a nice touch.

They spent some time talking about MPEG and VideoCD technology, which bored most everyone. The demos were the thing, and they were mind-blowing. Some final thoughts. There have been a lot of threads about C= is doomed, C= can't do anything right, etc. (and I don't mean just on .advocacy, because I don't read that one). Well, from what I saw at WOCA, C= is doing some things right. It seemed very clear to me that they're betting the farm on CD32 (Jim Dionne said they expect it to be the next C64, which sold 17 million units). If you guys want to save C=, buy a CD32 and tell your friends (not just your Amiga friends, but your Sega/Nintendo-playing friends) to buy one, as well. Stop whining about, "will it plug into my 1200/4000/3000?" Buy it to replace your Nintendo. Invite your friends over after you get one so they can see all the cool games you have, then tell them it's less than the Sega CD system, and *way* less than 3DO. Try doing something constructive to help, rather than whining all the time.

Matt

[Article from UseNet report - obtained from the BBS- Ed]

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8-BIT REPORT

Our mjeehing in September was well represented although many members must have been saddened and postponed their appearance because of our imminent transfer to a new venue.

However, we proceeded with the election of new office bearers as outlined in Cursor.

GARY MAKIN has volunteered for the position of News Letter Editor and we look forward to his bringing a fresh approach to our reports and articles in Cursor etc.

PHIL PARKIN will continue as Technical Engineer which may prove very important and helpful at our next place which looks like being the St. Laurence's Hall behind the Maher.

DON'FRISWELL will be Resources Officer and will undertake the search for new software which we may be able to add to our library. I hope he will also be able to review any new material we receive so thah it can be printed in Cursor.

STEVE KNIGHT will be our defacto Librarian. Steve is currently examining what is left of our library and hopes to produce a catalogue disk in due course.

I MYSELF will continue as Agenda Coordinahor.

For our nexh meeting in October, Cherie Parkin will lecture to us on TWS keyboard macros and I am toping Phil Parkin will demonstrate his use of Basic 8 in preparing graphics.

Goodbye Bardon - we will miss you.

Douglas Maclurkin

8-BIT EDITORIAL

As you have previously read, I am now the News Letter Editor for the 64/128 users wihtin the Group. Whilsh I have no previous formal experience in this field, I shall attempt over the coming year to provide a meaningful and informative service to my fellow users.

Buh ho do this, I'll need the help of ALL 64/128 members. Even though Don will be the "official" source of reviews and articles, I will be looking for bits & pieces from everyone for inclusion in Cursor, as well as our new publication, SIGNAL (Special Inheresh Group News and Announcemnts Leter).

Even if you think your views may be trivial, send 'em in. At least you will be contributing.

As well, I will be attempting over the coming months to have a Hints & Tips column added to Cursor for hte 8 bit machines. Any little item you think may be useful, amusing, or downright dangerous to our machines, once again, send 'emj in. I can be conhached via the BBS (also handy for uploads) or on my home number 369 0798. However, as I am a shift worker, don't be too surprised to find me not there at what you may call a decent hour.

Looking forward to your submissions (I know you're out there somewhere).

Gary Makin



8-Bit DETECTIVE

Gary Makin



Depending on who you listen to, the C-64 is now between 10 and 14 years old. When released onto the market, it was touted as the most powerful HOME computer yet. Yet as the years go by, newer and more powerful machines are finding their way onto the market, providing many options in computing that people seem to want. So why do users still persist with the 64/128 machines?

The one thing that many people do when buying a computer is that they do things the wrong way around. More often than not, they look firstly at the most powerful machine they can get for their money, then at what software and support is available. Only then when they get the beast home and set it up do they realise that it either won't do what they want or it has so many features (that they have paid for) that they don't really need.

A more correct approach to this type of venture would be to firstly work out for yourself "What do I want the computer to do for me?". Once this has been established, you should look at what software you would need to achieve this, and finally, what type of hardware would be required to run it.

When I originally looked last year at a possible upgrade in hardware, I have to admit, I took the first approach. Fortunately, financial pressures held me back from the purchase. Since that time I have spoken to others who bought the same as what I intended to, and found it would have been a costly mistake. I then sat down and thought. What do I REALLY want from my computer? I needed Word Processing, Database capabilities, a good range of utility software, something that was relatively easy to program with a reasonable amount of memory, and good data storage. When I thought about it, my

C-64 filled most of the qualifications, except for the memory and disc space.

So I went searching again, not for a new computer, but what I could get to enhance what I had. Let's face it, a computer can be as powerful as the additional chips, boards, and peripherals available will let it. And what I found was a veritable bonanza.

Things such as memory expansion, 3.5 inch disc drives (Densities to 3.2 Mb if you want) and even hard drives are available from a company in Newcastle. Another company in Newcastle also still stocks C-64 software. And recently I have also had word via another newsletter of a company in Tasmania who still stocks C-64 books & literature, and will even order from overseas if what you want is not in stock at present.

From America came word of a company called Software Hut which dealt with C-64 gear. A recent letter from them indicated they still sell 1581's and 1571's, and they are also the technical reference point in America for the 64/128 machines on behalf of Commodore itself.

Now I do admit, I have already installed a JiffyDOS ROM to my system unit and disc drives, which has enhanced the capabilities of my machine somewhat. In the near future, I hope to be able to add a 3.5" drive to my system, firstly for the storage volume, and secondly for the MeSSyDOS compatibility needed for a Uni course next year. But there is a whole range of goodies you can hook up to your machine to make it run faster, store more data, etc. What I have elaborated on is only a fraction of what is STILL available for our machines.

So, to all our 8 bit users, I say Nil Desparandum. If you want any of the information regarding the hardware and software that is available, all you have to do is ask. Ask me at the Main meeting, ask me on the BBS, ask me any time you like. I will only be too happy to pass on the information I have, saving you the costs of multiple STD and ISD calls and postage.

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All articles are considered of interest and will be published, subject to committee verification.

AMIGA PD

SCOPE disks 201-220

ScopeDisk201

CelticClipArt

By George Bain, A set of ILBM SuperBitmap pictures, HORSES, FACE, BOX, Celtic-Ornament 3 thru 9 pictures.

ScopeDisk202

2400zi

By Unknown, Telecommunication software for the Amiga.

BBBBS

By Richard Lee Stockton, Baud Bandit Bulletin Board System for the Amiga. Has some nice features.

Imploder

By Aj, The Imploder allows you to reduce the size of executable files while letting them retain full functionality. There are other "crunchers" or "packers" available for the Amiga, but none are as mindful of the complexities of your Amiga system as the Imploder. In addition to this its algorithms are more efficient, both in speed and size reduction.

ScopeDisk203

Browser

By Peter da Silva, Release 1.7, This new version will run under all AmigaOS, including 2.0.

CardBase

By Larry Hardy, A database program used to catalog a collection of Sports Cards. It can handle up to 34 different sets of 1000 cards each. font, looks like those "Home Sweet Home" needlepoint pieces. Regular size 64, Fancy size 80 & 4 color size 80 Should work well with Brad Schenks "Stitchery" program to produce templates. Includes sample pictures of other sizes available (16, 32, 48, 64, 80 & 96) and a "Home Sweet Home" sampler. Shareware - Register and get complete set of 12 fonts + Int'l characters.

FireWorks

by Tim Gore, This is a Fourth-of-July raytracing. It depicts a burst of fireworks coming at you.

Pics

by various, Three Sham pictures: CrazyDog; TrekV01, The Novle BBS; Wild15, Intergrated Micro Systems.

PicSaver

by Preben Nielsen, PicSaver is a little utility that allows you to take snapshots of windows, screens or only part of screens and store them on disk as IFF-ILBM files which can then be used in almost any paint-program.

Woody

by unknown, This is a sampled sound of Woody Allen's voice, giving his opinion of LA.

ScopeDisk205

GIFMachine

A program that converts pictures stored in the CompuServe GIF (Graphics Interchange Format) format into IFF SHAM format. There are very few programs that do this. GIFMachine was written with the idea of getting the best possible image from a GIF file. Version 2.0 only Author Christopher A. Wichura.

Tesseract and 4D Navigator

Generate images which may be used for any purpose provided credit is given to the program's author Jerry D.Hedden

Cross

A crossword making program which can automatically generate a crossword puzzle from wordlists. Has a number of print options built in. V4.1 is Freeware. Needs the ARP library. An update to version 3.3. Author Jürgen Weinelt.

ChemniMaTe

A program to animate Chemical reactions with the purpose to record it on a videorecorder. It was written because the chapters of my chemistry book dealing with reaction-mechanisms didn't explain this enough to make it understandable for less capable students. Authors Klaas van Gend and Raymond Knaapen. 0.8 alpha-release.

Ragtime Music

The Cascades by Scott Joplin. Enjoy this and do

what you will with it. Programmed for the Amiga by Ed Ritchie. Uses Medplayer (included).

Sidereal V1.0

This program is a real-time sidereal clock. It displays the Universal Time (UT), Greenwich Sidereal Time (GST), and Local Sidereal Time (LST) for a location given the daylight savings time adjustment, time zone, geographical longitude, and local date and time. Author John Mintalar.

Tabu

Quarter inch cartridge (QIC) Tape Backup Utility. Can be used to backup and restore any AmigaDOS file system (yes, including floppies). Copyright 1991 Roy C. Sigsbey.

Type Or Die!

Is it an eating maze game or a typing tutor? You are "LetterMan" in a strangely familiar maze, surrounded by luscious shapes...of letters. And you can eat them all simply by typing them correctly. Author Aki Rimpilainen.

ScopeDisk206

PPageHelp

This disk contains a large help file which can be read with the aid of the included Hyperbook program. There is also more information about the installation of the program on a hard disk. This is for ProfessionalPage version 2.1 but no doubt will of some use for the other versions as well.

ScopeDisk207

Icons

Here's half a meg of large icons for use with workbench V2.04 & greater. These are placed in the Public domain library with all the usual notice stuff. They will take some time (a minute or two) to load. Author T.Davis.

WB2.icons

Yet more Workbench 2 icons. Something for all the programs on a standard workbench disk plus several extras which you can use to make your bench look really good. These are from Matt Marulla. Read the readme doc in this drawer to learn how to use these icons.

ScopeDisk208

Diskicon

This is a DOS (disk type) Icon of Jessie Jackson. When selected it becomes Gary (Monkey Business) Hart. You need to change the icon type with an icon utility if use wish to use this as a disk icon or whatever.

Fullview

Is a text viewer that offers fast, smooth-scrolling ANSI compatible text displays. Opens up to the full size of the Workbench screen (non-interlaced). Because there is no slider gadget at the side of the screen, you are able to view full 80 column text with a standard Workbench configuration (many text viewers only show 78 columns across). Will load text and pictures that have been crunched with PowerPacker. Version 3.04 by Jonathan Potter.

GoldImage

The image was rendered in hires-interlace, screen size is jumbo. I have included the scene (excluding the objects) for those who would like to try their hand at rendering their own objects to see what results they might be able to obtain. By John Shuford.

GSX

A utility for use with Citizen printers. A macro controller. For those of you who have been awaiting the first completely operative release of GSX, here it is. By Skip Denny. Version 1.0a.

IBEM_patch

This archive contains the patch files for IBEM. There are four upgrade files provided: from 1.05 to 1.20 and from 1.15 to 1.20 in both 68000 and 68030 versions. Also included in this archive is the file update.txt which describes all the changes which have been made to IBEM since version 1.05.

LVD

LVD is a first defence protection scheme against linkviruses, fileviruses and trojan horses. LVD checks every executable file your Amiga tries to run BEFORE the actual program starts running. LVD v1.63 by Peter Stuer.

LHA

LhA is faster than any other archiver currently available for the Commodore-Amiga computer

and also features the best compression performance. LhA V1.10 By Stefan Boberg.

Module Master

A Music Module player. It will run from Workbench or CLI, and multitasks well with most programs, It was designed to be easy to operate and yet still have many good features. This program requires the Req.Library be in the libs directory of your boot disk. Version 2.5.

MODProfessor

This program will convert a music module to a stand alone executable file. It uses ARP.Library, so you will need that in your LIBS: directory. This file was downloaded from GENie, but the archive contained no full DOCs, but some notes on usage in the readme doc. Version 0.9.

Moontool

A port of John Walker's moontool program for UNIX. It gives a variety of statistics about the moon, including phase, distance, angular, size and time to next full moon. A schematic of the current phase is also shown as a picture. Moontool V1.0 by Eric G. Suchanek.

NAG

A nagger/reminder program Short and Simple Command to NAG you of upcoming appointments and tasks etc...The program operates with a textfile that contains various "Date" entries. Version 2.

Numberconvert

a little utility to convert numbers into the four most common bases, Decimal, Hex, Octal and Binary. Author Gary Brusanowski. Totally freeware.

PCMENU

A utility for Amiga users with PC habits. If you like the way IBM PC programs use pulldown menus or if you would just like to be able to browse through menus using the key board, then PCMenu is for you. V 1.4.Shareware by Polyglot Software.

Portlist

The easy way to find that port! Simply displays the names of all currently open message ports. It may be hard to remember the exact, case-sensitive name of every program's Arexx

message port, so this little utility is quite handy if you do much Arexx programming. It requires the gadtools library, and thus runs only under AmigaDOS 2.x. by Arnie Cachelin, HyperActive InterMedia

ScopeDisk209

JNcoursedesign

This course design was put together by Jack Nicklaus' Course Designer, Ibelieve it will run on the older Jack N. I know it works with Jack Nicklaus' Unlimited Golf. Dave Miller

Alert

A programmable Guru maker! ALERT 3.6 produces own Alerts (GURUs) ... In this Alert can be 7 Lines with 77 ASCII-Codes. You can save the Text of the Alert and you can save an executable File who make the GURU. by Thomas Jansen.

2.04_commands

Here are a few commands that did not make it into 2.04; however, I've gotten the go-ahead to distribute them in this fashion; It's possible that future versions of the OS will contain updates of these commands. andy finkel.

Hextris

a unique version of "Tetris" based on hexagonal pieces. What's the twist, you ask? Hextris has the same gameplay as tetris, but the game pieces are based on hexagons. Therefore each piece has six rotations instead of four which makes for a unique challenge. by Jeff W. Teague.

IE

An icon making program. Has many features including very large icons (up to 600x200), will create dual-rendered icons and also the 'c' code so that your icons can be used from within your oen programs. The complete icon editor I.E. V2. Author Peter Keam.

Infobar -This is a small utility to create a bar on your Workbench screen telling you a few things about your system. It doesn't require 2.04, but it'll look ugly as hell without it. v0.01 by RjS.

Intro

A muscial intoduction. Just double-click on the icon for a short tuneful? introduction. Just the thing to interrupt those annoying

conversationalists when you have a few words to say.

Lemming_pointer

The incredible edible animated lemming pointer!! Made with Pointer Animator by Tim Kemp.

Hampic

A Ham image of Lewis and Clark Expedition by Charles M. Russell. This 320 X 400 HAM image was converted with The Art Department from a 640 X 480 X 256 GIF. John Malmstrom.

MOTHERLODE

A Shareware game. This game is based on an old game with a similar name. Those of you who have played that game will find it very familiar. The object of Mother Lode is to collect all the chests (yellow boxes) on each level, and then make it to the top of the screen. by Joe Rumsey.

Addresser

Addresser is a small name and address filer for Amiga users. Essentially, it's an electronic equivalent to those nifty little "Rolodex" card filers (without the knobs on either end). V1.0 by Jeff Kelly.

ScrnFonts

There are screen font files for Garamond, Times and Triumvirate family in a few sizes. For V 2. only.

TEXTinfo

Three text only files which have information on some American bulletin boards, A Comparison of High Speed Modems, and a report on various archiving programs.

ScopeDisk210

MCAsm

A MC68000 macro assembler and text editor. It has a variety of functions and appears to be easy to use. Is FREELY DISTRIBUTED by LT liljetoft.

Arq

A whole replacement for the standard System requesters. These are animated and appear very attractive when in use. by Martin Laubach and Peter Wlcek.

Upd

Wouldn't it be nice to have a process hanging around to play any sound file for you on demand instead of you having to do all this mucking about with audio.device etc?. Release 1.0. by Jonas Petersson & Absolut Software (aka Sirius Soft).

ASX

A BBS Mail System for Off-Line Reading and Replying on OPUS 1.03/1.10, QuickBBS, Fido, SearchLight, TPboard, RBBS, PCBoard and Remote Access Xpress Mail Systems. Silver Express software with very extensive facilities.

Autocentre

A Commodity for Version 2. only. Attempts to centre any new screen as it is opened by adjusting the leftedge parameter in the newscreen structure. AutoCentre Version 1.2. by Colin Bell.

Aware

AppWindow ARchive Extractor. AWARE is a fully automated archive extraction utility which makes use of the AmigaDos 2.0 AppWindow feature for maximum ease of use. by Ronald S. Griffis

DCMS

"CHRISTMAS NIGHT" Arranged by W. Stickles. This DMCS MIDI song is arranged for piano (Channel 7) and organ (channel 8) and includes "Silent Night", "It Came Upon a Midnight Clear" and "Oh Come All Ye Faithful." I have also included a small portion using strings (channel 3).

ScopeDisk211

Amenu

AMenu is a complete reprogrammed version of Darin Johnson's 'MyMenu v1.0' from 'Fish Disk 225'. Its purpose is to attach extra menus to the workbench menus and execute commands when selected. v1.3 by Anthony Thyssen (Dragon Computing).

BCall

Just turn the sound up and double click on this icon to hear a lively sound to interrupt those background talkers at your next meeting.

Climax

Have you ever wished your CLI window had 25 lines of 80 characters, just like a good old fashioned non-windowing computer? The answer is here: CLImax by Paul Kienitz. V. 4.0 file includes 'Purify'. A is a source file for the Aztec assembler. Its purpose is to allow you to make "pure" (reentrant and reexecutable) programs.

Coldboot

This program eliminates the need to power off the machine to recover all available RAM. This program destroys the ExecBase structure, leading the Amiga to believe that it has just been powered up. Author Pete Dunlap.

Collector

Collector is a database program for cataloging sports cards. It can store and retrieve information on any number of "sets" of cards. by Mark C. Hand.

DABpass

This program is an attempt to provide some form of front-end security for your Amiga. It was written in the wonderful HiSoft Basic language (who needs C ?). (V1.1 © DAB) by D.Bridges.

Disp

A standard Amiga ILBM picture display program. It may be used for showing a single picture, a list of pictures, entire directories (drawers) full of pictures, etc. By Digital Creations, Inc.

FED

Documentation-file about the File-Editor V1.1 is built in to the program just press the 'Help' key for all the required information. by Thomas Jansen.

CHIP/FAST

two programs to Test every memory location (Private and Public) for bad cells. by Charles Sultana.

Find

Find files and directories on hard disk. Find uses a database file called 'find.codes', to quickly find any directory or file. These two files are created by the companion program 'updatedb'. by Larry Phillips.

FindDisk

Most people that own Amiga's soon accumulate a *GREAT* collection of 3-&-1/2 '' disks filled with lots and lots of PD software. And I'm sure that many people still go through the same time-consuming process I use to when finding a certain program. If you have been looking to organize your disks a little better, this may be just what you need. A Public Domain Program by Ross MacGregor. Ver. 3.3.

ScopeDisk212

DarkPlay

a module player. It plays NoiseTracker (NT), ProTracker (PT) modules and modules packed with PowerPacker. You can use it from CLI. It has many specialites that other players don't have, for example music equalizers. Version 4.5 by Mikko Ruokojoki.

Search

A game where you are not chased by anything, a game where no points are awarded. It is a maze game made of tiles. Alan Farrell and Growling Dragon Software.

TallyHome

The Home Inventory application designed to make recording your possessions easier and faster. Version 1.0 Designed & Written by Linda "Machine" Lullie.

Flit

Convert Autodesk Animator .FLI animations to IFF ANIMs. FLI animations are found on PC clones. Author John Bickers (JJB Templar)

FR_Bypass

Allows the file requester in 'kd_freq.library' to be used with many programs that use other file requesters in libraries. Once the bypass is installed, every time a program calls either arp req or asl library file requesters mine will come up instead! by Khalid Aldoseri.

ScopeDisk213

Freeze

a small utility that allows you to freeze and activate any task or process executing in the Amiga. Freeze is PURE, so you can make it RESIDENT. You need arp.library to run it. V1.00

HP_500C A printer driver for the this new (1992) colour printer from Commodore. Also supports the HP_Deskjet.

Maker

This program allows you to design Amiga input windows with a click and point interface. The objects within the windows are for the most part Gadtools gadgets. Released into the Public Domain 10/18/91 John H. Champion.

Launch

Launch gives you push button access for up to 9 of your favorite applications. Just enter the command and the button title in the Launch icon's tooltypes array, then run it. Launch works only under Workbench 2.x. 1991 Arnie Cachelin, HyperActive InterMedia.

Lemmings

Levels played and passwords typed BY BJOERN G.A second file contains the password codes for Christmas Lemmings.

Lemmingsdemo

The are no instructions to this demo so copy the Joystick, type DEMO and press RETURN.

Gesu Bambino

(The Infant Jesus) is in this case arranged for a three manual organ with chimes. arranged by Thomas C. Stevens.

Hampic

Contains two pictures one of Neil Diamond and the other entitled Cabin. Double click on the icons to view .

Mouseman

The IBM Bus Mouse Connector to Amiga Mouse Adapter Cable. How to use an IBM type mouse on your Amiga. Includes a Pin Out Diagram as an Iff file. by John Rauh.

ScopeDisk214

Fontlist

This program is very useful for all, who have lots of fonts, and don't allways know how all the fonts look like. It prints a list of all fonts in the FONTS: device on the printer, where it prints the name, all available sizes and some text written using this font in its

largest size. by Robert Brandner.

Soundtoo

A DisplayBeep Daemon and Preferences Editor for AmigaDOS 2.0 Sound is a set of two programs that can replace the system's DisplayBeep flash with an audible beep or sampled sound. Copyright 1991 Sylvan Technical Arts. The Sound drawer contains a number of, wait for it yes, SOUNDS.

Phoneplus

An Address data-base. It's purpose is to provide a way of managing address's. It is fairly flexible to suit your own purposes with the exception of setting up your own fields. Version 1.50 by Rick Brown.

Req

The file requester shell. Req lets you easily load files into any dos command or script using the Workbench 2.x file requester. Arnie Cachelin, HyperActive InterMedia.

RTAP

is a very simple ANIM 5 player. It should work with any animation file. RTAP works under both AmigaDOS 1.3 and 2.0. by Sebastiano Vigna.

Inquirepage

inquires for info about devices on the SCSI bus and prints the info out. You can also inquire data pages other then 0 (assuming the device supports them). - Matt.

Skeleton

This is a skeleton class I whipped up, serves as a decent example of how to implement a private (almost public) class, with SAS/C. and serves as a good skeleton for creation of new classes :^). Christian E. Hopps.

ScopeDisk215

WMEmacs

WordPerfect version 4.1 of the MicroEMACS documentation. This tutorial attempts to help you "learn by doing". converted by Kirk Adams.

Update

NO docs with but the assembly file gives clues that this will update files or directories by

copying to another directory.

Xprymodem

This is an XPR 2.0 implementation of the YMODEM protocol based on bmodem: the BIX modem program by David Betz. NO Copyright 1991 Ueli-Lonely Rider-Kaufmann.

Zodiac

A screen blanking program that displays the constellations of the zodiac. This saves your screen phosphors while not leaving you with an empty void. V 1.0. by Brian Moats.

Listcom

simply lists files by comment. There are many switches, and AmigaDOS Pattern Matching for filenames and comments! Version 1.33. by John Bianchi.

Looker

uses a very powerful Amiga-Dos command called "Search" to locate files matching the criteria you enter. After successfully locating a file (or files) on any drive or assigned directory, there are a few options you can use AFTER the file(s) are found. Version 1.4. by John Lullie.

MI-M2I

The program MI-M2I was created in response to an outcry from PageStream users. Essentially, the program converts Macintosh format Type 1 fonts into IBM format Type 1 fonts. Version 1.1. by Gary Brusanowski.

MTC

MIDI Time Code Accessory. In response to the difficulties that some people have been encountering with Bars&Pipes Professional's MIDI Time Code synchronization, we've written an Accessory that behaves much more reliably and comes with a few extra capabilities. from Bars&Pipes authors.

polySilicon

provides a VISIBLE History list in its window (with a scrollbar): recalling a wanted line is just a matter of clicking on it with the mouse. Distributed as ShareWare. by Pete Goodeve.

Autocli

AutoCLI is ShareWare. A collection of useful functions, including shell startup, use of function keys (20) to start programs etc., screen

blanker, window/screens to front control. V2.09 Nic Wilson Software.

Noclick

Version 2.0 for workbench 2.0 onwards. The docs tell you how to install it and that is really all you need to know. Oh it stops those drive clicking!! by Greg Cunningham.

ScopeDisk216

Introdemo

No documents for this at all. Its a palatable music and graphic demo. Just turn up the sound, CD to the directory and type InstantIntro from a Shell window. A Mouse click will exit at any time.

Fonts.Amiga

28 New Amiga Fonts. This is the NEW 2.0 Version, The previously missing large fonts are now included, and several bugs have been corrected. Also I have added an automatic installation script for your convenience. Bill Fischer.

Resethandler

This program installs a handler in the keyboard.device reset handler list. When you press CTRL-Amiga-Amiga, it opens a window and counts down from 9 to 0 in ten seconds and then resets the machine. by Stefan Becker.

Noiseplayer

This program will play a variety of popular sound program modules. Needs REQ.LIBRARY copied to your LIBS directory. by Jolyon Ralph. Version 4.0. Suitable Mod. tunes are to be found in the Music.Mods drawer.

PopUpMenu

This small program makes it possible for You to use popupmenus with every program that are using standard intuition menus. V4.2 by Martin Adrian.

Smartdisk

It is an '8-Way set associative' cache, with 8 sets, lines of 4 sectors with prefetch, and 32 lines. The prefetch strips time of program loading and directories. It may work against you on a heavily fragmented disk, but there is a general noticable gain in performance EVEN when the data you want is not in the cache. by

ScopeDisk217

Giffview

A program that allows to view all images where data is organized following the GIF format. All strategies taken to manage the decoding algorithm plus a direct image's assembling in memory. V 2. by Lorenzo Musto.

Tuner

A program to assist with the tuning of a six string musical instrument (I think). Just click on the icon and then follow the on screen instructions. No documentation at all.

ICONtroll

ICONtroll is an easy-to-use CLI-command that gives you control over Workbench icons. It's main purpose is to update the look of your icons for OS 2.0; this can be done by swapping the colors in an icon or giving new images to them. Version 1.0 by Stefan Winterstein.

IOPack

The IOPack library of routines are a set of routines to be used by the person first starting out programming in 68000 Assembly Language. The routines simplify input and output for this programmer. Written by Mark Thomas.

LoGG

A utility program geared towards the average Amiga user as a unique tool for the manipulation of files. It provides considerable help to the user for the most important archiving functions. Ver 1.2 A. G. Kartsatos.

LVD

A link virus detector. LVD is a first defence protection scheme against linkviruses, fileviruses and trojan horses. KickStart 2.0 compatible. Ver 1.61. by Peter Stuer.

LZZ

A file Arciver. LZ has become the most widely used program, both because of its speed, and the size of the resulting archives. Version 1.92. by Arthur Hagen.

Messyfilesystem

patched MSH FileSystem for use under AmigaDos 2.04 to allow MSH to work correctly. by Andrew Chalmers.

Multidos

A Cross-Dos/MSH like program. It will allow you to read MS-DOS disks with a standard 3 1/2 drive. Version 1.12 by Kjell H.Didriksen.

Menumaster

a user definable menu/hotkey utility designed to make it easier for the Amiga user to call up and run frequently used programs without the need for using the Amiga command line, or wading through layers of Workbench directories while accessing and running programs. Version 2.0. REM-CTP Software.

MMUx

The MMU expert is the first in a series of MMU tools from RELOG. A programmers programming utility. version 1.30. by RELOG RESEARCH WRITTEN BY F.BÜRGEL.

Mplay

With MPlay you'll get a useful tool for playing the saved datas (MODULES) of the a number of soundsystems. Up to a max. length of 131070 bytes. Ver 4.1. by Harald Schneider.

Multi_Ripper

You've just downloaded a preview of Multi-Ripper v3.0. The most powerful music-ripper around. This version (v2.9) does not contain all the functions that v3.0 will have. by Erlend M. Simonsen.

NewAF

New AvailFonts() This little commodity forces software to get Compugraphics fonts when they call the AvailFonts() function. I have tested this with ProWrite 3.1 and Excellence 2.0. by Jean-Michel Bezeau.

NewZap

NewZAP is a multi-purpose file sector editing utility. If you've ever had the need to alter just a few bytes within a file, examine its binary and ASCII representations, or search for key sequences of digits or characters, NewZAP will make your hacking life a little bit easier.

V 3.3. by Dallas J. Hodgson.

Notify

Is a program designed to detect the creation of certain files in your system. It patches the DOS library and rename functions to do its magic. In our example, for example, you could automatically delete all .info file whenever the Workbench tries to open one. by Pierre Dak Baillargeon.

ScopeDisk218

Pipes

Crazy Pipes is a game of strategy and reflexes played by one person. The object is to keep a liquid from spilling on the playing surface for as long as possible. Version 2.0 by Joe Rumsey is Shareware.

Degrader

You upgrade your system and what happens? The idiots who wrote your favourite program didn't follow the guidelines and it no longer works. This is where degrader comes in, it will try to degrade your system so that the old brain dead program will work on your machine. You can also just use it to boot off floppy drives other than DF0: V1.00 © 1991 Chris Harnes.

DFormat

A deep format facility to deal with those disks that you sometimes come across which will not format properly and often show errors. Needs explode.library copy this to your LIBS: directory first.

Icons

a collection of icons designed to work well with workbench 2. and particularly with an interlaced screen. All tool and disk icons use a pseudo 3D look and look "pushed in" when you click on them. Full instructions are given in the docs file on how to deal with disk icons so that you can use them properly. Author Michael Heinz.

Explode.library

This is an update of the explode.library, and it is therefore recommended you (re)place it in your LIBS: directory.

FastMax

FastMax speeds up running the A-Max Macintosh emulator, version 1 or 2. It reads the Macintosh ROMs into a file, then patches A-Max to read from this file rather than from the ROM cartridge. Version 3 by John O'Leary.

FileChainer

File-Chainer is an executable file, its purpose is to enable you to create an executable file out of a desired number of executable files. Version 1.0 by Bilbo.

Superduper

a disk copier/formatter that tries to be to disk handling what Mostra is to IFF displaying: a fast, compact, system-friendly tool which combines speed, features, and some bells and whistles to make your life easier. Version 2.0 The fastest Amiga copier!!

ScopeDisk219

AGraph

written for the sole purpose of bringing the world a cheap Amiga program to draw Bar, Line, Area and Pie charts, for reports or presentations, in a user-friendly way. V2.0 by Dave Smith.

Amigrasp

GL files are getting very popular and there exists quite a number of X-rated animation files. As GL files were created on IBM PC, it can only be played on an IBM PC and compatibles. Of late, there are another three types of systems which can display GL animation. They are Acorn Archimedes, UNIX's X-Window and Commodore AMIGA. For X-Window we have XGRASP and XViewGL, and for the AMIGA we have GL and AmiGRASP. Ver 1.1. Koh Kian Beng.

AMP

Here is a collection of the various hardware hacks that are running around out there in the various BBSes and NETs. All are in a compressed (.lzh) format for compactness. The Amp.text file gives a brief indication of the contents.

BootX

A utility to deal with and detect those nasties which are lurking about and all to ready to cause mayhem to your disks and data. Version

Cheatup

A list of 345 game cheats and backdoors was compiled by POSTCARD MAN from magazines and miscellaneous postings on docs disks and BBSs. I believe it is the most comprehensive file to date since it incorporates nearly every cheat file published.

Hacks

There are two hacks in this draw. If you have that sort of sense of humour just click on the icons for a laugh. ha!

ScopeDisk220

Fonts

This disk contains a number of Postscript fonts suitable for use with ProfessionalPage and Pagemstream. A number of them are sharware. Please read the document files if present as there some useful hints and tips here.

Fish Disks 901-910

DISK 901

AmigaBase

A hierarchical, programmable database that runs under OS 1.3 and OS 2.0. Has a full intuition interface. Features include two display methods, filter datasets, search datasets, print datasets, and much more. Nearly everything can be realized by programming AmigaBase. Datatypes can be Integer, Real, Boolean, String, Memo (Text), Date and Time. Number of data-sets is only limited by available memory. Also included in the package are some example projects. Version 1.31, an up- date to version 1.21 on disk 813. Shareware, binary only. Author: Steffen Gutmann

DISK 902

DWFPresets

Some OverScan, Palette, Pattern and Pointer presents. Some will look a bit odd in modes other than HiRes-Interlace mode and default colors. If you're using Release 2.04, you'll be able to click on the icons and change the presets without having to use the Prefs tool. Author:

Error

CLI utility to print a message text for AmigaDOS errors along with probable causes and suggestions for recovery (From AmigaDOS manual). Version 1.0, includes source. Author: Njål Fisketjøn

Less

A text file reader, descended from Unix "Less." Less has features found on no other Amiga file reader; it can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This version adds an option to suppress opening a new window, using the existing CLI window instead (especially useful with an AUX: shell), and includes some minor bug fixes. Version 1.6Z, an update to version 1.4Z on disk number 511. Includes source in SAS C 6.3. Author: Ray Zarling et. al.

SlitChr

Allows users of ASDG's CygnusEd Professional to select a character via point-n-click rather than having to remember (or lookup) the ascii keycode for it. Useful for entering international, special, or infrequently used characters. Version 1.1, fixes a bug present in version 1.0 on disk number 890. Includes source in C. Requires AmigaDos 2.0. Author: Njål Fisketjøn

VirusZ

A virus detector that recognizes over 220 boot viruses and over 115 file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. VirusZ performs a self-test on every startup to prevent link virus infection. Written entirely in assembly language and operates with Kickstart 1.2/1.3, OS 2.0 and OS 3.0. Version 3.07, an update to version 3.00 on disk number 820. Shareware, binary only. Author: Georg Hörmann

DISK 903

ArmyMiner

An ultimate "XMines-type" game that integrates all of the best aspects of the previous Amiga versions of the game. Options include: Automatically mark or clean the neighbours of a square; Safe start (no explosion at first click); Safe click (gadget-like behavior for squares); Question marks (for configuration analysis). You can also specify your own custom board settings. The game has a very useful pause option, sound effects, high-score tables and a very nice interface. It works under OS v1.3 or 2.0, NTSC or PAL. Version 1.4, an update to version 1.1 on disk number 876. Binary only. Author: Alain Laferriere

MICE

My Image Code Editor. MICE generates source code from standard IFF pictures. Can generate either assembly or C source. Version 1.3, an update to version 1.2 on disk number 590. Binary only. Author: Pierre-Louis Mangeard

QDisk

A Workbench 2.x/3.x equivalent to the cli info command and more. QDisk will monitor your AMIGA DOS devices at specified intervals defined by tool types. There are also tool types to position all windows and set a warning flag when space usage becomes high. Version 1.1, an update to version 1.0 on disk number 853. Binary only. Author: Norman Baccari

SuperDuper

A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. This is version 3.00, an update to version 2.02 on disk 753. Includes a program to fine tune some fields in the trackdisk device, and a "no click" type program. Binary only. Author: Sebastiano Vigna

TaskE

A GUI based task manager. It provides you with information on running tasks and allows you to clean up behind failed tasks by closing their windows and screens. In addition, you can attempt to remove tasks by sending them CTRL-C signals, and simply by disabling them. Version 37.1, includes source. Author: Michael D. Bayne

Viewtek

A feature packed Picture/Animation Viewer. Shows most ILBM's (including 24-bit ILBM's), most Compuserve GIF format images, most JFIF format JPEG images and most ANIM Op-5 format animations, with support for different palettes for each frame. Supports SHAM, CTBL, and PCHG images, full support of ECS/AGA display modes (ie. show 256 color GIF's directly, show 800x600 HAM animations, etc.). Supports viewing contents of clipboard. Iconifies to a Workbench AppIcon. Includes a version written for GVP's Impact Vision 24, to support true 24-bit display. Version 1.05, an update to version 1.02 on disk number 787. Requires Workbench 2.04+, binary only. Author: Thomas Krehbiel

DISK 904

ATS

"AfterTitleS", this program will scroll a large iff picture up the screen, for the purpose of creating video credits or other effects as you see fit. Version 1.0, includes source. Author: Jakob Gårdsted

CxPak

A set of five commodities: AutoClick -- a window activator; WClose -- close windows easily; WCycle -- cycle screens or windows; WDrag -- drag windows without having to find the title bar; WSize -- resize windows without having to find the sizing gadget. Version 1.0, includes source in assembly. Author: Pierre-Louis Mangeard

Fill

Smart Multi-file Mover/Copier. Moves/copies files from the specified directory to a specified destination. Optimizes space on destination by using a "best-fit" algorithm. Capable of filling every byte on a floppy without splitting files. CLI-usage only, version 1.1, includes source. Author: Barry Willis.

IdleLED

Turns the power LED off when the CPU is idle. It operates using timerA on CIAB. This is continuously reset by the idle task running at low priority (-127). When the idle task is preempted by anything, the timer is allowed to underflow causing the interrupt server to run which turns on the power light. Next time the

idle task runs, it immediately turns off the power light. Version 1.0a, includes source. Author: Lindsay Meek

Term

An update to the binaries released on disks 831 and 832. This is an update only and contains several bug fixes to the executables released in that series. To obtain full benefit from the package, you should also obtain the documentation and support files on disks 831-833. Version 3.4, binary only. Author: Olaf 'Olsen' Barthel

DISK 905

Action

A program for starting other programs dependent on file types. Files are shown, unpacked, executed, etc. dependent on a chosen action. Executes (multiple) commands for each passed file appropriate to the file type, which are described in a action definition file. Version 1.0, binary only. Author: Michael Suelmann

DTree

Similar to "Tree" on the IBM PCs, displays a devices' "Tree" heirarchy. While similar programs exist for the Amiga, they don't use standard input/output. Standard i/o makes many things possible, like piping, i/o redirection, etc. Version 1.0, includes source. Author: Sam Yee

Eval

A full-featured floating point expression evaluator that can assign variables, has many built-in functions and constants, allows input and output in any number base, and uses a C-like syntax for expression evaluation. Full ANSI C source is included and easily portable to other platforms. Version 1.13, an update to version 1.12 on disk number 857. Includes source. Author: Will Menninger

MultiUser

Allows you to create a Unix-like environment where several users live together in harmony, unable to delete each others files, unable to read those private love-letters of other users... And this even if several users are working on the machine at the same time (on a terminal hooked up to the serial port) Version 1.4, requires OS2.04+ and a hard drive, binary only. Author: Geert Uytterhoeven

NullModem

A software device that imitates two modems and a phone line, on one machine. I wrote it whilst looking at the WPL script- ing language, so that I could play around without having to spend any money on expensive phone calls, but it can be used for testing various other programs. Version 2.0, binary only. Author: Iain Hibbert

TWC

Two Way Chat & Send enables you to make use of your modem's full-duplex feature - in fact, it can save you up to 50% transmission time. With TWC you can connect to another guy running TWC, then you may transmit file- AND chat-data at the same time in both directions. GUI-driven, requires OS2.04+. Version 3.101, an update to version 2.03 on disk number 801. Binary only, shareware. Author: Lutz Vieweg

DISK 906

BackDrops

A friendly 2.x Prefs program for your Workbench that will allow you to keep a list of your favorite backdrops and have a new one appear each time your computer is rebooted. Requires Nick- Prefs or a similar program to display the backdrop. Version 1.00, binary only. Author: Ross MacGregor

MagicMenu

Replaces all Intuition menus, supporting both "pull-down" and "pop-up" menus. Menus can be displayed in either the Standard look, or the modern AmigaOS 2.0 style 3D-Look, and controlled exclusively using the keyboard, (no need to grab the mouse anymore!) Configurable handling and appearance. Remembers every menu's last selected item, displaying Pop-Up menus the next time at a position allowing quick selection of the same or neighboring items. Automatically brings the currently active screen (if not visible) to the front for menu selection then returns it to the back after a selection is made. Input timeouts, plus much more! Version 1.27, binary only. Author: Martin Korndörfer

Move

A compact, fast CLI move command that allows the moving of files over multiple devices. It will perform a "true" move (a la rename) when files are being moved around on the same device,

making it very fast, while still being able to perform moves over multiple devices. Move will also allow you to move file links, and supports all standard 2.x wildcards. Version 2.2a, requires kickstart 2.04 or higher, binary only. Author: Asher Feldman

PhxAss

PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000,68010,68020,68030,68040,6888x and 68851). It understands all common assembler-directives and can generate not only linkable object-files but also absolute code, which can be written to memory, to a file or directly to disk using the 'trackdisk.device'. In all cases the user has the opportunity to choose between the large and small code/data-model. Version V3.30, an update to version V3.00 on disk number 853. Binary only, shareware. Author: Frank Wille

PowerData

Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to themselves and the system. Programs will read powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. Version 38.200, an update to the version 38.115 on disk number 841. Partially localized for use with Workbench 2.1. Requires Workbench 2.04+. Binary only, shareware. Author: Michael Berg

DISK 907

AmiQWK

QWKMail format offline message system. Allows reading of QWKMail format offline message packets popular with many bulletin board systems (BBSes). Replies can be edited using any text editor and packed for transfer at a later time. AmiQWK has been tested with many QWKMail systems for IBM and Amiga based BBSes. Requires Workbench 2.04 or higher. Release 2 version 1.0, Shareware, binary only. Author: Jim Dawson

CyberPager

The CyberPager software allows one to send alpha-numeric pages from one's Amiga. This is accomplished by dialing into an IXO protocol

compliant pager central and uploading messages. Features include: Alias files for commonly paged people to be referred to by name rather than cryptic PIN numbers; "Groups" file allowing messages to be easily sent to many people working on the same project, same department, etc; Supports multiple pager centrals through a Services configuration file; Full logging of messages spooled, dialout attempts, etc. and much more. Requires AmigaDOS 2.0+, includes source. Author: Christopher A. Wichura

DD

A directory scanner, something like DIR or LIST, but it does much more. It can use many different types of file lists, sort file lists, analyse file contents, display statistics, search for identical files and so on. Version 1.0, binary only. Author: Martin Mares

VideoTitler

Generates professional looking TV titles and credits for your own videos. Outstanding abilities are very smooth scrolling, color slides (AGA-support) and usage of colorfonts. Limited demo version only. Version 1.1, binary only, shareware. Author: Andreas Ackermann

ZGif

A VERY fast, and very small GIF displayer, ideally suited to the new AGA machines, but also provides a quick greyscale display for older machines. Main features are: SMALL!; CLI interface; AGA fully supported, 24-bit palette utilized; Asynchronous file reading; comes in 68020+ and 68-nuthin versions. Version 0.4, binary only. Author: Michael Zucchi

DISK 908

DviDvi

Converts a DVI file into another DVI file, with perhaps certain changes. It allows for example printing of two or four pages per sheet of paper or doublesided printing. Version 1.0, includes source. Author: Tomas Rokicki, Amiga-Port and implementation of PasTeX-Support by Jochen Wiedmann

GoldED1

A GUI-based editor with lots of functions/options. Highlights include: OS3.x look & functions (AppWindows, MenuHelp);

Folding of paragraphs (unlimited nesting available); Menus fully customizable (easy-to-use requesters); Macro recorder; ARexx port (about 250 commands/options); AutoRefs capability (includes, autodocs, sources, ...); HotKey activation; Auto- matic phrase completion, based on dictionary; Smooth display, fast scrolling; Unlimited number of windows; ASCII character selection window; AutoBackup (any interval); Online help, (AmigaGuide); Insertion/removal of columns; Clipboard support; Project files; Smart indentation; DICE compiler frontend, (GUIMake) ...and much more! Part 1 of a 2-part distribution, part 2 can be found on disk number 909. Version 0.94, binary only. Author: Dietmar Eilert (GoldED) & Rico Krasowski (GUIMake)

HFK

Yet another TitleBar clock that tries to look like part of your Workbench title bar. It actually opens a very small, non- draggable window in the upper right corner of the screen. HFK opens on the default public screen, which will usually be Work- bench. HFK uses almost 0% of CPU time, as it is written very efficiently in C, taking advantage of the timer.device, and only once a minute to render the time. Version 39.35, Requires Workbench 3.0, binary only. Author: Herbert West

MegaView

A "Multi-View" kind of program for use with Workbench 2.0. It uses the whatis.library (included) to recognize the filetype of a file with which it is invoked to run a filetype-specific program. MegaView can be used from the Shell, from Workbench, as Default Tool in project icons, as an AppIcon or as an App-Menuitem. Version 1.03, public domain, includes source. Author: Hans-Jörg and Thomas Frieden, Whatis.library by Sylvain Rougier and Pierre Carrette

DISK 909

GoldED2

A GUI-based editor with lots of functions/options. High- lights include: OS3.x look & functions (AppWindows, MenuHelp); Folding of paragraphs (unlimited nesting available); Menus fully customizable (easy-to-use requesters); Macro recorder; ARexx port

(about 250 commands/options); AutoRefs capability (includes, autodocs, sources, ...); HotKey activation; Auto- matic phrase completion, based on dictionary; Smooth display, fast scrolling; Unlimited number of windows; ASCII character selection window; AutoBackup (any interval); Online help, (AmigaGuide); Insertion/removal of columns; Clipboard support; Project files; Smart indentation; DICE compiler frontend, (GUIMake) ...and much more! Part 2 of a 2-part distribution, part 1 can be found on disk number 908. Version 0.94, binary only. Author: Dietmar Eilert (GoldED) & Rico Krasowski (GUIMake)

DISK 910

(description missing - Ed)

17-BIT Disks

[Previous disk numbers may be printed in future issues - Ed]

DISK 2241

RAVE ATTACK 2 (MUSIC)

The sequel to rave attack, this time bigger, better and LOUDER!

DISK 2242

CAT SLIDESHOW (SLIDESHOW)

A disk full of excellent quality close up shots of your favorite pussys. Tabbies, Manx and common moggies are all featured.

DISK 2244

GET FROGGED (ANIM)

Trendy anim of a frog performing to a somewhat bewildered postman.

DISK 2245

MIND GAMES (GAMES)

An excellent collection of games to tease that old grey matter.....

DISK 2246

COMPUGRAPHIC FONTS (FONTS)

A collection of fonts for WB2.0 users.

DISK 2247

LEGEND OF LOTHIAN (RPG GAME)

An amazing RPG graphic adventure which I have played intensely. RPG fans get this now or if you have never played an RPG, get it anyway as it is an excellent place to start.

DISK 2248

AMIGA BEGINNERS GUIDE (MISC)

Get to know your way around the Amiga with this guide which explains all the more common problems new users tend to have.DISK 2249

FOOTBALL LEAGUE EDITOR (UTIL)

Not liking football myself, I get bored easily by disks of this type but for any true footy fans im sure this disk will have the opposite effect.

DISK 2251

DCOPY III (UTILITY)

The latest version of DCOPY for all you loyal users.

DISK 2252

DESCENDER (GAME)

A wierd reaction, skill, puzzle strategy game which is ever so difficult to describe!!

DISK 2254

LSD UTILS 26 (UTILS)

Includes hard disk menus, font converters, archivers and loads more.

DISK 2255

LSD UTILS 27 (UTILS)

More utils including PCTASK, screenblank, text adder and loads more.

DISK 2257

JAM ANIMATION (ANIM)

A simple anim which demonstrates what can be acheived with Dpaint.

DISK 2258

RAINBOW GEN PRO (UTILITY)

Generate rainbow backgrounds and coppers with ease.

DISK 2259

SLAUGHTER HOUSE CHEATS (MISC)

For anyone who is currently stuck on a game, this disk lists cheats for all the latest and greatest releases.

DISK 2260

QMJ (UTILITY)

Another mandelbrot and julia set generator to add to your already massive collection.

DISK 2261

MAGNUM 1.4 (UTILITY)

An update to the popular disk mag creator with new features and bug fixes where relevant.

DISK 2262

WORLD WAR 2 HYPERBOOK (EDUCATIONAL)

If you want to know all the facts about WWII, this hyperbook will present them to you quite nicely.

DISK 2264

GAMES COMP (GAMES)

Includes solitaire, sub attack, IFS Gen and others.

DISK 2265

CASHFRUIT (GAME)

A nice little fruit machine simulator for all you

arcade addicts.

DISK 2267

SATANIC RIGHTS ISSUE 2

You want a good disk mag, then you shall have a good disk mag (sounds like Cinderella doesnt it!!) Packed with lots of Satanic things to read about and other things as well. Even Amiga Format liked it. What more can i say.

DISK 2268A

LSD TECHNO DEMO (2 DRIVES)

Get yer hair cut short, get down the chemist for a bottle of vicks, stand in your bedroom and get your mate to play with the dimmer switch, put this in your amiga and Bobs yer Gran. Your own Rave. 45 mins of chillin (?) rave music from LSD.Brilliant!!!

DISK 2268B

LSD TECHNO DEMO (2 DRIVES)

Get yer hair cut short, get down the chemist for a bottle of vicks, stand in your bedroom and get your mate to play with the dimmer switch, put this in your amiga and Bobs yer Gran. Your own Rave. 45 mins of chillin (?) rave music from LSD.Brilliant!!!

DISK 2269

ANARCHY DEMO

Top notch effort as you would expect from this group.Loads of brilliant effects and routines.Get it before it gets you. Winner of a recent demo party in England.

DISK 2270

ASSASINS GAMES DISK 34

Trailblazer, Yelp, Qbic, Rush Hour. 4 Top class pd games, once again from the masters of games compilations.

DISK 2272

SANITY GAME,SLIDESHOW AND MUSIC.

A bit of everything on here really. A good one for all you new amiga owners to get just to get the feel of what the machine can do.

DISK 2273

TOP OF THE LEAGUE (SOCCER MANAGEMENT GAME) PD has been crying out for game of this genre for a long time now and at last, we have one. A cracking game here. Pick yer team, pick yer men, count the cash and play wth your balls. Go on buy it today.

DISK 2274

SILENTS DEMO

Dont blame me cause i didnt put this one in the library.Its not bad but there are no new routines and it gets a bit boring.Run of the mill demo.

DISK 2276

ATOMS STRATEGY GAME

A strategy game.

DISK 2277

WHOM 3 (STAR TREK INFO)

Following on the usual high standards of Whom 1+2 this contains everything you need to know about Star Trek and a bit more besides.

DISK 2280

PARASITE 'IMPERIAL TUNES' MUSIC

Some very nice tunes on here which sound good when you are laid on yer bed in the dark thinking. Very melodic but very nice.

DISK 2282

CLUB-MIX 3

A music disk with some sampled sounds.

DISK 2283

RAVE ATTACK 3

A dance-music disk.

DISK 2284

EIGHT SLEMZ OUT

An animation of baseball-playing lemmings using MovieSetter and Deluxe Paint 4.1 by Robert Leiper.

DISK 2285

THE RAGING HORMONE IN HORM-OWNER

A well-done animation by Paul Tye using MoviePlayer by Gold Disk.

DISK 2290

ACCOUNT MASTER V2.0

A Home Finance program written in AMOS by Martin Platt. Account Master can use the Amiga's real-time clock to automatically carry out regular direct debit transactions. This program is fully multi-tasking with upto 1000 entries per account, and with search, edit and print features.

DISK 2291

ANIMATIONS

Four animation sequences by Jim Nast.

DISK 2292

WOMAN DEMO

This is a shareware program. In this demo version you are limited to 30 files per directory instead of 350 for the "real" version. WoMan stands for Window Operated Manuals. It is a user-friendly program that displays on the screen Manual pages for all AmigaDOS commands and many more.

DISK 2293

GIF SLIDESHOW 1

A slideshow presentation showing pictures originally captured in the GIF format and then converted to IFF. This slideshow also has accompanying music. Themes for the slides are

Cars, MotorCycles and AirPlanes. The last slide (of a Concorde airliner) is particularly striking.

DISK 2295

SANTA ANIMATION

An animated Christmas scene with lots of moving bit to discover and giggle over.

DISK 2297

GIF SLIDESHOW 2 A

Slideshow presentation with music showing more GIF format pictures. Themes for these slides are Space, Money, Scenery and Sports.

DISK 2299

UGH!

A Tearaway Thomas playable Demo.

DISK 2300

MATCHSTICK MAN

This is a clone of the old classic "Hunchback".

DISK 2301

HOBBITS AND SPACESHIPS SUPPORT

This disk is full of tunes and information. Written by Bjorn Lynne.

I think that's enough for now... Happy FISHing, and disk copying...

WANTED

**People to help with the
formatting of the PD
listings...**

**If you would like to help
with the CURSOR and you
own PageStream or are
good with a text editor,
please let me know! I
need all listings in a NON-
FORMATTED text file,
(CygnusEd 3.5 is good for
editting). Alternatively, we
can run a workshop and
can get help and teach
people at the same time!**

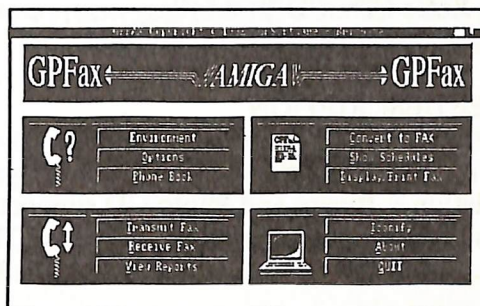
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Netcomm * Avtek * Maestro * ZyXEL

NETWORKING:

GPSoftware is the Australian distributor for *OXXI*
NOVELL the Amiga Client Software for connection to
MAC or PC's running NOVELL V 2.15 or higher of
NOVELL NETWARE.

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ACROSS AUSTRALIA
ACROSS THE WORLD**

GPSoftware
21 Aloomba Road
ASHGROVE QLD 4060
Phone (07) 366 1402

Xetec CD-ROM Filesystem Review

(From comp.sys.amiga.reviews)

[I thought that with many people getting CD-ROM drives, I would print this review - Ed]

PRODUCT NAME

Xetec CDx CD-ROM filesystem, version 1.651

BRIEF DESCRIPTION

This is a CD-ROM filesystem for the Amiga family of computers, including CDTV emulation software and Photo CD support. The package includes two CD-ROM discs of freely redistributable software. The filesystem supports discs written in High Sierra, ISO 9660 (Level 1 and 2) and MacIntosh HFS format.

AUTHOR/COMPANY INFORMATION

Name: Xetec
Address: 2804 Arnold Road
Salina, KS 67401

Telephone: (913) 827-0685 (Customer Service)
Fax: (913) 827-6023
BBS: (913) 827-1974 (Courier HST)

LIST PRICE

\$50.00 (US)

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

The Xetec CD-ROM filesystem (Xetec CDFS) is intended to be used in conjunction with a suitable SCSI CD-ROM drive and a SCSI host adapter.

The installation software gives the following (quite possibly incomplete) list of suitable SCSI host adapters:

- o A.L.F. 3
- o Amiga 3000
- o A2091/ A590
- o California Access CA 2000 Malibu
- o GVP SCSI with Faaastrom drivers installed (Series II, A590, GForce)

- o ICD AdSCSI
- o IVS Trumpcard (Pro) (2.0+)
- o Microbotics Hardframe
- o Nexus 500/2000
- o Xetec FastTrak/FastCard/FastCard Plus

Basically, any host adapter supporting either the Commodore SCSI direct command (HD_SCASICMD) or block sizes of 2048 bytes using DoIO() will do. You can check for SCSI direct command compatibility using a tool like "SCSI-lister" (found on Aminet, in the disk/moni directory), or "SCSIutil" (found on Fish Disk 669).

MakroSystem's Evolution (with 3.0 ROM) works with the Xetec CDFS in DoIO() mode. Thanks to Torsten 'Milano' Fruehauf for letting me test the CDFS on his Amiga.

The installation software includes a list of compatible drives, too:

- o Chinon CDS 431 / 435
- o DEC RRD 42
- o DENON DRD 253
- o Hitachi CDR 1750S / 3650
- o Laser Magnetic (LMS) 210 / 212 / 214 / 231 / 234
- o Matsushita CR 5xx series
- o NEC CDR 25 / 36 / 73 (83) / 74 (84) / 75 / 77
- o Panasonic CR-501 / LK-MC 501
- o Phillips CM 210
- o Pioneer DRM-600 / DRM-604 X
- o Sony CDU 541 / 6110 / 6111 / 8001 / 8022
- o Texel DM 3x1x / 3x2x / 3024 / 5x1x / 5x2x / 5024
- o Toshiba XM 2100A / 2200A / 3101 BME / 3200B / 3201B / 3301
- o other SCSI-II compliant CD-ROM drives

Although not listed specifically, I'll take for granted that the Xetec CDFS supports state-of-the-art drives like Toshiba's XM 3401, NEC's CDR 74-1 or the Apple CD 300 (a.k.a. Sony CDU 561), too.

The Xetec CDFS runs quite fine on either AmigaDOS 1.3 and 2.x. I have also verified compatibility with both 68000 and 68030 processors.

COPY PROTECTION

The Xetec CDFS driver software can be installed only from the original driver disk.

MACHINE USED FOR TESTING

My test setup includes:

- o Amiga 2000, ECS chipset, Kickstart 2.04, Workbench 2.1
- o A2630 with 68030 accelerator with 4 MB of 32-bit memory
- o GVP Series II controller with 2 MB of 16-bit memory
- o NEC CDR-74 CD-ROM drive
- o WShell 2.0 installed as system shell.

REVIEW

The Xetec CDFS comes as a bundle containing the program disk, two CD-ROM discs, and the manual. The installation of the software takes a few minutes and is easily accomplished: once you've fired up the installation program, you just click around to specify your controller, drive type and options. The installation then copies all of the needed system files to their respective drawers, and creates a "XetecCDROM" drawer where it places your choice of support files. I was pleased to see that the installation is AmigaDOS 2.1/3.0 aware, which means that it creates a proper DosDriver icon instead of a Mountlist entry.

The installation program, on the other hand, does not conform to Commodore Style Guide rules, so it looks a little bit outdated on my system.

Once installed, the Xetec CDFS had no troubles running all my usual discs. I tried the usual set of mean tricks, like feeding it the non-ISO CDTV "Welcome Disk", and a CD-ROM mastered my Profit Press. The XA file structure on the first test disc was graciously ignored, and did not lead to a system crash. The second test case involves a very long volume name: the Profit Press CD-ROMs seem to be notorious for padding their discs' labels with " " characters. The Xetec CDFS correctly truncated this label to 31 characters, thus enabling me to run SID 2.0 and the Magic File Requester, and possibly many more programs that tend to fail on those volume names. (Note: the volume name length should in theory not be limited, but I've been told that 31 plus a terminating 0x00 character is the standard set by Commodore's filesystems.)

Next, I tried to determine any significant increase or decrease in performance in comparison to the AsimCDFS, which I regularly use. The only difference I could make out was a small speed increase on the Xetec CDFS when dealing with small files. On larger files, those differences smoothed out, so I'd say they're both approximately equivalent speedwise.

I toyed around with the CDTV support a little bit, and was quite disappointed. I tried to get my "Defender of the Crown" to work, hoping that the CDTV emulation

would play digital audio from CD. Well, no such luck. When I tried the supplied standard CDTV startup, it just bugged out on me, leaving me with a black screen and a spinning CD-ROM. Very impressive! I could get "Defender" to run by starting it manually from a shell, but then I still lacked digital audio. I did not pursue testing farther than this; mainly because I do not own other CDTV titles with digital audio tracks. Anyways, CD32 emulation is the word of the day, isn't it? :-)

I was also unable to test Photo CD support since my CDR-74 drive steadfastly refuses to read PhotoCD XA.

I would like to hear from other users of their experiences with the Xetec CDFS, as I had my review copy only for a limited time.

DOCUMENTATION

The Xetec CDFS comes with an A5 spiral bound Owners Manual of 64 pages. In the first half, it covers everything you need to know about the installation of a CD-ROM drive as well as the Xetec drivers. I found the instructions very easy to follow, so that even a novice should have no major problem with them. The rest of the manual explains about the supplied utility programs, MacIntosh HFS support, and CDTV emulation.

Programming examples for the CDx.device and the ARexx port of the Xetec CDFS are found in the Programming and ARexx subdirectories of the Xetec drawer on your system disk. For ARexx Programmers, there's a short manual page detailing the supported commands of the Xetec CDFS function host. The usage of the commands is further illustrated in a bunch of well documented sample ARexx programs. The C programmer's support consists of a function list conforming to Commodore's "AutoDoc" layout, the necessary include files, and some example source code.

LIKES AND DISLIKES

The Xetec installation program is quite nice, but I would have preferred a more AmigaDOS 2.x-like approach. Why not install the software and drivers using an Installer script, and then have a real Preferences program where one can set options and such?

I think selection of HFS forks using superscript 1 and 2 as file name suffixes is a little bit cryptic to say the least. But since I've yet to encounter HFS discs, I can live with that.

Having the CDTV emulation around is surely nice - if it only would work properly in all circumstances.

COMPARISON TO OTHER SIMILAR PRODUCTS

The Xetec CDFS 1.651 release compares quite favourably to the older Asimware AsimCDFS 1.1c. For one thing, the Xetex CDFS offers the potentially faster data transfer using the Dos.library's DoIO() function with 2 KB blocks.

The ARexx function host of the Xetec CDFS offers a very complete command set which is in my opinion superior to that of AsimCDFS. [MODERATOR'S NOTE: AsimCDFS itself has no ARexx port, but the AsimTunes audio CD player program does. - Dan] However, one should bear in mind that the new Version 2.0 of AsimCDFS is about to be released.

BUGS

At least on my machine, the installation/preferences program fails to close its screen when terminating.

VENDOR SUPPORT

Xetec operates a BBS where registered users can obtain software updates as well as leave feedback to the makers of the Xetec CDFS.

WARRANTY

Xetec offers all registered customers one year of warranty on their CD-ROM system (obviously including the CD-ROM drive, if you purchased a bundled package).

CONCLUSIONS

The Xetec CDFS seems to be a good product, and if you're thinking of joining the ever growing group of Amiga CD-ROM owners, this should probably be among your choices.

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ImageFX and CineMorph at World Of Commodore Pasadena

For everyone who missed WOCA at Pasadena (and you missed a really great show!), here are a few of the highlights that related to our products ImageFX and CineMorph.

On Saturday Rusty Mills, an Animation Director at Warner Bros, described the use of the Amiga and ImageFX at Warner Bros. for use in the new animated series "Animanics" to an overflow crowd in the auditorium. In short, Warner Bros. uses ImageFX to create the titles that open every segment of the shows. They also color correct and retouch backgrounds on occasion. Rusty also ran, later at the GVP seminar stage, a hysterically funny segment from the Animaniacs series called, "Hooked on a Ceiling". Hooked on a Ceiling continued to run throughout Saturday and Sunday to crowded aisles.

The, ah, rather controversial product Lightrave came out and included support for ImageFX amongst support for many display cards.

MacrosystemUS, makers of the Retina display card, were showing an early version of their exciting new product for video professionals. The product, known as MultiLayer, is a multiple layer compositing tool allowing WYSIWYG control through multiple Workbench windows over 100 layers of digital

images over a visible timeline. There is absolutely nothing like this on any platform, except the Amiga now, and it requires ImageFX to perform it's amazing compositing work!

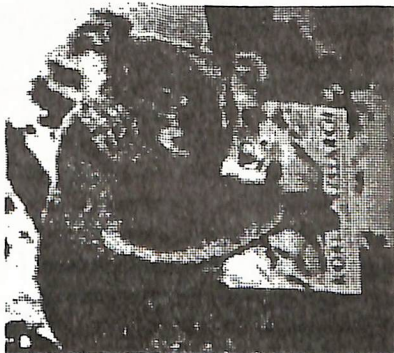
At least two major vendors of 24bit imaging products tentatively committed to adding MAGIC (a system that allows applications to share images - the archive for it is here online GENie) image sharing support to their product line. This will be a major boon for Amiga imaging professionals!

On Sunday GVP and Nova Design gave a presentation on morphing that packed the auditorium again. Many tips and tricks for achieving production level morphs in short periods of time were demonstrated.

A few more vendors are also promising ImageFX supporting software packages for some VERY interesting applications. I look forward to being able to talk more about these soon!

We really enjoyed ourselves and look forward to the next WOCA show!

Kermit Woodall
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